



Lifecycle 2 Vol2 #9 **Next Generation Magazine**





Voodoo5 vs. GcForce2











News

If it happens, we know it Dreamcast today VoodooS vs. GeForce2 08 In the Studio X-Box X-Files ... Dolphin Watch . . .

Alphas

If you can't play it yet, we've seen it Episode | Starfighter

→Special Cover Story

Ready 2 Rumble Boxing: Round 2. Can the sequel to Midway's hit come out swinging?68

Dreamcast: The First Anniversary Take a look at every Dreamcast

game, past and future77



Are casual stroying our





We've been getting mail lately from







ng for a copy of Deer Hunt And don't let them tell you they understand how to play

they could have Re-Volt, Hydro der, or Sega GT. The best marketing of all is word



Finals

ou can play them now, we've already judged them
eus Ex
Set Radio
aman
aconus: Cult of the Worm
rtua Tennis
udelka
ablo II
otocross Madness 2

EEnding If you're reading this, then we're just about done Letters We love our readers RetroviewII8 A look back, Next Gen style Backpage





Virtua Tennis keeps everything you love about tennis and tosses out everything you don't. All the serves, smashes and volleys, none of the country clubs, v-neck sweaters and physical exertion. Just sirre competition on a variety of courts.







Sega Dreamcast

IT'S THINKING





Dreamcast: In the USA





















■ BRING ON THE DANCING GIRLS

Dreamcast Turns One in the USA

Despite the naysayers, bad news from Japan, rumors of buy-outs, and three technologically superior competitors looming on the horizon, Dreamcast has just delivered a year of great games

Dreamcast users be wrong.
The proof is in the playing. Can more than two million the U.S., we'd be hard-pressed to find a letter in any of the thousands we've received from Driamcast owners that expresses

anything other than joy and contentment with their system. From its U.S. launch on September 9, 1999, when it made its debut as the primary sponsor of the "MTV Music Video Awards," to this year, when (on September 9) the multiplayer Dreamcast online network, SegaNet, goes live, Dreamcast hasn't slowed a step. It

enjoyed what is easily the most impressive console launch in U.S. history, boasting an eminently reasonable price tag of \$199 (among the lowest ever for a new system), and an initial selection of II titles (If by the end of the first week). including powerhouse games like Soul Calibur and NFL 2K. It flew off the shelves and continues to sell

In fact, with a library that's just shy of 100 titles at only a year since launch, one could arrue that Dreamcast has done well. Certainly not all 100 of those are AAA games, but a check of the complete list (starting on page 78) shows that

stars or better - impressive by any standard. Plus, what other system would offer unique, even risky titles like Jet Grand Radio or Seaman? However, Sega's brass know that every day between now and the end of October is one day less the company can continue selling Dreamcasts in a market in which it has no competition from other next of titles were being readed for

generation consoles. Dreamcast's continued health as a system depends larrely on the public's could arrue, is looking overpriced. enthusiasm for online games at a bargain entry price. The next three months will be crucial in determining whether the future will herald

interesting footnote as the company Inevitably sank from sight. But for now, the mood at Sesa is jubilant, and in fact they threw a party in late june to celebrate (among other things) the release of Space Channel S. At press time, SegaNet was nearing bunch, dozens year's end, and only the looming shadow of PlayStation 2 (which, one

Dreamcast as the system that

"strend" Seesa on mark it as merety an

and undersupported in comparison) is dripping on its parade. Hacov birthday Dreamcast, We wish you many more.





II For the june 22 release of Space Channel 5, Sega held an Utala looksilks contest in Universal City. The winner! One Forest Philbrick of Aguera Hills, CA









II LET'S GET IT ON!

Battle in 3D: GeForce2 vs. Voodoo5

In the 3D card biathlon, you don't just have to be fast, you have to be good-looking too

GeForce2 GTS Producer: nVidia. Inc.

MSRP- \$299 - \$350 Rating: **** Bottom Line: The GeForce2

outperforms all the other available cards in terms of speed, but be prepared to download a lot of new drivers until the instabilities are worked out



it's that time again, when that blazine-hot 3D card you bought eight or being nothing more than

nine months ago is reduced to vesterday's technology, First out of the gate are new offerings from last season's unstart champion nVidla and industry veteran 3dfx, who clearly looked out of shape last time around. How do they match up? Well, we don't want to sound wishy-washy,

but the match is just about too close to call.

3dfx's entry into this year's video card wars comes in the form of a new graphics chip. the VSA-100. Touted mainly for its hardware-based Full-Scene Anti-Aliasing (FSAA). it's also capable of doing motion blur, soft shadowing and death of field blurring. Available in four different models (Voodoo4 4500.

RITS FROM THE FROM

Whither now, Lara Croft? idos, the company that kicked down the doors of the eame industry in the mid-90s with the release of Tomb Raider, is now trying to hang the door back on its hinges. Overspending, over-reliance on Lara Croft, and wretched excess of all kinds have led the company to the sales block. The Industry grew

suspicious when Eldos falled to

there its annual barchonalis of this year's E3, but recently the company made it official it's looking for a sale or ballout. Souttlebutt has the lead contenders as Hayes Infogrames and Microsoft, Infogrames has denied all charges, but England's Financial Times says "not so." estimating that infogrames will purchase Bidos for more than one billion dollars. Fidos would be the second major publisher this year to get swallowed by Infogrames - the first being GT Interactive.

No matter what, though, Lara's "assets" will have a home. Hardly a secret, one of Lara Croft's big selling points has long been her exaggerated, curvaceous form. Her rather adult-learning content could now appear on the last bastion of "rood, clean fun." Nintendo 64 -Nintendo has caved to the booty

call NoA's VP of Marketing and Communications, George Harrison, has announced the company will be pursuing the 18-and-over segment of the market rather than its usual kid-friencly material because It has suddenly discovered that "half the market is under 18, and half is over." This means that every console on the market is now a safe haven for books - as is every console company

Speaking of Nintendo, Nintendo is not speaking. At least, not about the Dolohin. It's biobly likely that the company's new console will be called the "StarCube" because Nintendo recently registered that trademark, But Nintendo Isn't commenting either way, and it isn't showing the Dolphin at its upcoming Space World exhibition in labar. There will be plenty of Game Boy

Advance though, and if you're any-

Opening Dreamcast: In the USA











capabilities: rapper ice-T and Sega President Peter Mo play NBA2X1 in Los Acervies assignst namers in San Francisco











III: \$BS-million marketing

Voodoo5 5500 AGP

Producer: 3dfx. Inc. MSRP: \$299 Rating: ****

Bottom Line: Though it doesn't test as high in the benchmarks, the Voodoo5 5500's stability and image quality make it a worthy competitor in this year's crop of new cards.



Voodoo5 5000, Voodoo5 5500 and the vet to be seen Voodoo5 6000), we tested the Voodoo5 5500 AGP card.

Installation was simple enough, though this is the first card we've tested that required a direct connection to the power supply. The included software tools enable easy manipulation of the card's many features. including setting FSAA to off. 2x oversampling, and 4x oversampling. And although 4x oversampling makes the most notable improvement in

ITESTANTS

image quality, it comes at a fairly heavy performance hit, slowing some games significantly, particularly at higher resolutions.

The main advantage of the new 3dfx cards is that the FSAA works with all existing software. Instead of the game needing to be written specifically for it, hardware-based FSAA is always just a click away. Also of note is the image quality; though overall the card is slightly slower than its competitors, the

image quality is the best on

the market, especially with the upgrade to 32-bit color display.

Last year's introduction of the GeForce card and its many variations floored game players and critics with blazingly fast framerates. In addition to the speed, the card also included hardware T&L (transformation and lighting) which, when programmed for, made games look and run very, very smoothly. And, we're startled to report, this year's next cen-

eration GeForce, the GeForce2

GTS. is literally about twice as

fast as the original. The new card also includes a new feature called a Giga Texel Shader (the GTS in the card's moniker), instead of using interpolation, the GTS renders each pixel individually. and when utilized it makes for beautiful image quality.

installation of this card

was easy, and while the soft-

ware tools enable a lot of tweaking, some options are buried deep in the interface. However, as our extensive benchmarking proved (for the full benchmarks, see www.DailyRadar.com), this card is incredibly fast - it pretty much ate up the competition except at extremely high resolutions. The only problem we had with nVidia's latest offering was the stability of its drivers. While fine for the most part, its FSAA implementation was hit-and-miss, and new drivers seem to appear as soon as

drivers seem to work better with some games - a nightmare of installing and uninstalling for the dedicated high performance enthusiast. Also, as nVidia doesn't manufacture its own cards, the price depends on which manufacturer and configura tion you buy. - Kevin Rice

the latest ones were through

downloading. Worse, some



etion, and anti broadband es universal (which is till to be a long way off), latency will ue to be an issue. ling to Alex St. John, erly known as the Micro elist who brought you etX, the best route is ducing the data in games angent, St. John's new ata that goes into gar prent web driver-enables racing game on Micro ernet Gaming Zone, contain 900K of data, Granted. no Adrenoline has only one ss takes up app

merabytes of space, and aller games mean less ns with latency issues ith Java, JavaScript, Vis c. Vii Script. C. and I e of cost at

igh 3dfx and nYidia are the major contestants, two new technologies are hoping to steal some of their er imagination Technologies' Kyro, based on the PowerYK series 3 chipset, and AITs new Radson card wis be available late this summer. Although testing these cords warn't possible before we went to press, we do know that both care's will feature high fill rates and new hardware twists. The Kyro uses tile-based randering instead of polygon rendering, and the Radeoire's Charipma Eigen features hardware transformation, clipping instead of polygon rendering, and the Radeoire's Charipma Eigen features hardware transformation, clipping and lighting, enabling display of more realistic models with higher detail. Both should offer healthy com to the existing cards

thing lifer us here at News Rutes, you just can't stop peeing yourself with excitement over that. Who needs a new game console when there's a new portable with 32-bits of nure pleasure on the way?

The battle of the enormous ases began in July. In the U.S., Bizzard released its far-too-anticlgated Diable # (four years in the making() to first-day sales of over

130,000 units in a "shrinking" PC market, that is a staggeringly high sell-through. The very pest weekend Square reminded the world that console games are very very big in Japan by selling 2.6 million copies of

Final Fantasy IX on its first day Yikesi For Sera, July was a month of

baby steps. The Dreamcast company's spin-off. Sens.com, announced

company has also changed its name to Sega from Sega Enterprises, These are the kinds of bold, visionary moves that make for bold, visionary press releases in the year 2000. Sony is still locked in mortal combat with its archrival,

though it will not say who or what

sort of sale it might be. The

Connectix, Connectiv, the first company to release a retail

PlayStation emulator (Virtual Game Station for Mac) has been in and out of court with Some since the conduct's release back in the twentieth century. In what turns out to be an amusing abuse of the power of press releases. Connector issued a statement last June declaring that Sorry had finally dropped its case against the company As it turns out, though. Some had only nulled one

complaint in order to file an amend-

ed complaint the same day hardly quitting the field. For once it turns out it's the little guy getting sued by the corporate believe that's lying through its teethi How novel., Ether way, the mortal combet continues

Until next time... we'll be pixting Team Fortress 2. Oh wait. - Complied by Aaron John Loeb Executive Produces DollyRodosco

Sega begins \$50 rebab offer, dropping the Oreamcast's prior to \$149 SNK shuts down in the U.S. NeoGeo Pocket Color handheld



 Sega plans launch enabling ordine gamor for the Decampast















In the Studio

Development news as it develops



WAITER, THERE'S A DEVELOPER IN MY









XBOX SAVAGES

PlayStation₂2

SMUGGLERS RUN





















疑わない。彼らはその持てる 力の限りを尽くし闘う。 Emperor of the Streetsの名を 手に入れる為に、









www.cravegames.com















From the creators of Golden Ex

Death has never been faster.



The fastest first-person shooter ever made for a gaming console.



The X-philes

What's in a Name?

> Xbox, it fits so nicely. doesn't it? There's no segger letter than X. It's evocative provocative futuristic. even graphically, it's excellent. Seen from above, the letter could mark buried treasure or even distress. The American Hentoge Dictionory has numerous references to this fantastic linguistic invention, noting that it has multiple meanings, including "an unknown or unnamed factor" "electricity" and "Christ," to name but three of them.

Now I don't mean to suggest that Microsoft's console is some kind of latter-day savior of the console industry, but I do think their new platform has a deliciously fancy

monker And the any good name. It came about by accident. "Xbox" (formerly X-Box and currently - officially -XBOX) was a code name referring to both the mysterious nature of the letter X and, of course, to Microsoft's own DirectX technology. So like many a code name before it,

Xbox stuck. And mute rightly so. The press loved it Consumers loved it and plenty of tortila chip-fed

focus groups loved it. "It tested well," said a Microsoft spokesperson

Code name vs. Lame name Other code names have not fared so well. The Dreamcast ended up with a final name

You'd pretty much have to call it "Shitbox" or "Crapmaster" to ensure etymological failure

infinitely more firily and less exciting than any of its code names. First known as "Riark Belt," a U.S. team worked on the 3dfx-based console in parallel with a lananese Power VR. team whose code name was "Katana" which would have been a good final name. But that code name switched to "Dural," the androgmous end boss from Virtuo Fighter 2. This was not such a good name. In the end, when the name "Dreamcast" was revealed with little aplomb, the swri was met

with dension and cries of "Cinnabon?" And this from a company with tough-guy fighting names like "Master System" and "MegaDrive"?

Nintendo's choice of names defies etymo-logic. "Game Boy" was an obvious take on "Walkman," since the system was ostersibly designed with the same thinking, "Famicom" and "Super Famicom" (the apanese nomenclature for Nintendo Entertainment System and Super Nintendo tively) were conjunctions of

Entertainment System respec-"family" and "computer." Eventually though, Nintendo would practically abandon its computing aspirations when the company struck gold in the post-Atari 2600 console market.

Their later naming problem made better drama, First, it. was the lapanese-friendly "Ultra 64." for which they even showed a loso that looked cool, dark, slick, and dangerous. Then later for no apparent reason, this became "Nintendo 64," which was accompanied by the most childish logo of all time - an N transposed into a colorfully kiddy building block. Meanwhile, "PlayStation" became the new Nintendo, though it too was accused of resorting to a Fisher-Price marketing mentality just prior to that announcement, Nintendo shattered its remaining credibility with the stillborn and

book and called it

in the dark corners of eBay.

cat? It simply compelled even well-regarded magazines to poorly named "Virtual Box" Perhaps, had the company taken a leaf from Coleco's "VirtualVision," it would still be here today and not languishing quently of technology and



crosoft, Frank O'Co or-in-Chief of Daily Ru

And will "Dolphin" become "StarCube"? Who cares? Don't blame the name

So has a console launch ever failed simply because of a name? Unlikely. You'd pretty much have to call it "Shrtbox" or "Crapmaster" to ensure etymological failure, but "laguar" - well, that was a stupid name. Why call it laguar? "Panther" sounded better and Atan did actually have a Panther console prolect. Why pick a cat from the exact middle of the bir cat danger rankings? Why not "Lion" or "Tiger"? And why a

use the obvious "pussy" joke. Xbox suffers no such fears. It's unquestionably masculine: indeed it sounds almost irresponsibly powerful. Only the "Vectrex" had a cooler name. However, Microsoft dodged a bullet with this one - note this interesting fact from Websters': "The form and value of X are from the Latin. X, which is from the Greek [Chif], which in some Greek alphabets had the value of ks, though in the one now in common use it represents an aspirated sound of k." Meaning that X is basically the bastard son of K. The KBox. or worse, K-box? Only the Kcar and Kmart speak less elo-

finesse. - Frank O'Connor





Metal Gear Solid 2 trailer released on DVD

The masterpiece comes home - or at least a little piece of it anyway

While the release of MGS2 may still be a year out. Konami recently attempted to whell fans' appetites a little by releasing the E3 trailer on DVD in lapan The DVD was only released through Konami lapan's web site at the price of ¥1575 (around \$16). The disc not only features subtitled and non-subtitled versions of the E3 trailer but a documentary on MGS2 at E3, same of the same's conceptual artwork. and a teaser for Zone of the Enders. another upcoming Konami PS2 title What makes this DVD so great is the high quality at which the trailer is recorded. One wewing should convince the doubters that this is real sameolay footage. When we viewed it on a decent-sized TV we were able to spot tors of tire details In the game that we hadn't noticed before. For example, the Manhattan skyline is visible in the opening extenor shots And, in one combat sequence, blood splatters on the

wall when Snake shoots a soldier. If

you're desperate to see the game in action yourself and you have a DVD player that accomodates Japaneseregion DVDs, you should be able to











Don't buy a lame game. Check it out on FirstLook.com first. FirstLook.com lets you see streaming samples of games before you buy, so you can see them in action. Log on to FirstLook.com and see it before you buy it.





Dolphin Watch

Our monthly inside report on Nintendo's elusive new system

You might be wonder-ing what Nintendo has planned for its next-generation Dolphin system, and you're going to keep on wondering right up until the very day that the company's annual Space World show kicks off in late August. Even then. Dolphin's appearance isn't guaranteed. Another month has passed and the Big N still Isn't talking, so once more must we take a trip behind-the-scenes to find whatever new information we can on Nintendo's

best-kept secret.

We Don't Need No Stinkin' Kits

As of press time (late July), most second-parties were still waiting for finalized Dolphin development kit hardware and the only materials third-parties had received from Nintendo were emulation software tools. Not exactly a winning scenario if you're a developer scrambling to prepare previewable Dolphin games for a Space World unveiling. More than a few software houses Next Generation spoke with confided to us that

they simply won't have enough

time to showcase playable

demos for the show and therefore have decided to submit only video chos of their earnes running in OpenGL environments and let Nintendo carry the event. So, if you had high hopes Space World would showcase Retro Studios' topsecret Dolphin first-person shooter in playable form, you

should prepare yourself now for Can Miyamoto Deliver? Once again Nintendo is betting on its lead game designer and newly appointed board member Shigeru Mryamoto to leave a lasting impression on Dolphin hungry Space World attendees So what is Mryamoto working on? A "communication game according to the man himself. We're not exactly sure what to expect from that, but considering other Nintendo efforts like the 64-bit Hey You, Pikachul, in which a microphone peripheral enables gamers to deliver voice commands to everybody's favorite Pokemon, we can

probably estimate the level of

player interactivity Miyamoto is

aiming for The only questions

are, can he ready the software

In time for Space World and



will it be revolutionary enough to make starved Nintendo loyalists forget about the lacking second- and third-party display? - Matt Casamassina

Is this Dolphin's Controller?

a let down

The Dopnin system's controller design is a matter of considerable importance for Nintendo, and therefore guarded roughly on oar with the secrets of Area St. However, in lking to those involved with the hardware levelopment and design rocesses of Nintendo's next console. Next neration has obtained enough information to provide a mock-up of the prototype controller. Note that we stress prototype because in all ellhood the design is still very early, and it could be radically different by the time Nintendo finally unveils the finished product. With that said. several sources have told us that the Dolphin troller will in fact feature fewer buttons than are found on the N64 controller, and as you can see from the mock-up, the layout is a



This mackup of an early prototype Dolphin controller was built by the folks at IGN, based on information from insiders who've seen if

ttle puzzline



Pokemon carries game

sales to new heights Backstage Pikachu disses Sonic, Mario, and Crash

→ Video game sales have risen for five years in a row, according to Information released by the Interactive

Digital Software Association. According to the IDSA numbers, game software sales have seen an annual increases of \$500 million to \$700 million as they steadily rose from \$3.2 billion in 1995 to \$6.1 billion in 1999.

Last year's \$600-million-dollar increase is particularly impressive when you consider that 1999 was a transition year as the market saw the release of the first 128-bit game console Analysts generally expect to see a dip in sales during transition years as the market becomes saturated with older systems and many consumers hold off making purchases until they upgrade to the next generation of game consoles, 50 what made the dif-

ference last year? Game Box and more specifically Pokemon.

According to market-tracking figures published by the NPD Group, handheld game sales made up a modest \$294 million, or six percent of the market in 1997 - the year before Nintendo convinced America's youth that they've "gotta catch'em all." When Nintendo released the

Pokemon Blue and Red cartridges in September, 1998, handheld game sales jumped by 150 percent, soaring to \$466 million - a full eight percent of In 1999, the first full year of the

Pokemon invasion, handheld hardware and software sales combined to reach \$126 billion or IB percent of the market. (And that figure does not include the 165 million copies of Pokemon

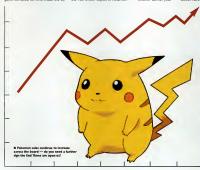
Spon that Nintendo sold for N643 Take away the 250-percent growth of the handheld market (a small por-

tion of which came from NeoGeo Pocket Color), and video game sales actually dropped last year And what will happen this year? Despite predictions that the kids of America have lost their infatuation

with Pokemon, Nintendo reported a 220-percent increase in Pokemon game sales during the first five months of 2000.

With Nintendo preparing to release Pokemon Gold and Silver

cartridges for Game 8oy (25) pocket monsters and still going), Hey You Pikachu for Nintendo 64, and Rokemon 2000 in theaters, it looks as if Pokemon may lead game sales to another banner year. - Steven Kent









CAPCOM: ALL BUSINESS

Capcom 2000 Conference

And one company steadfastly holds on to 2D

It was mid-summer in Osaka, Japan, home to Capcom's corporate headquarters and site of the Capcom 2000 Business Conference, and the company's higher-ups were presenting their strategy for the coming year. First, they unwelled a batch of Dreamcast titles that all in some war table.

advantage of the modern (and Seganke in the U.S.). The titles included Net Tennis, Rival School Justice, Spawn, and, oddly enough, Super Street Righter II and Darkstalkers. The company also made formal announcement about a Resident Evil title for PlayStation 2 (set for relievae in summer 2001).

odem (and along with a multiplayer Resident
). The titles Evil Online
s, Rival School They also solidified the company's

position on multi-platform releases. Goring forward, the new goal is to standardize internal development so different versions of each new title will be released either simultaneousby, or at less within two to three months of each other, keeping versions exactly the same from one platform to the next. And while tabing advantage of a single marketing push is arguably a solid business decision, it will have the fishly effect decision. It will have the fishly effect adhere to the lowest common adhere to the lowest common and the properties of the adhere to the lowest common and the properties of the adhere to the lowest common and the properties of adhere to the lowest common and the properties of the properties of adhere to the lowest common and properties and adhere to the lowest common and and properties an

polygon count with textures limited by PlayStation 2's 4MB of video RAM, for example. It will be interesting how well this strategy pans out over the next

couple of years. — Christophe Kagotani/Jeff Lundrigan

M Among the games Capcom announce would feature ordine multiplayer opti The age-old 2D Super Street Fighter II (left) and Darkstalkers, as well as an online, 3D Rival Schools game (below)





ΗλLF



Play it on Sega Dreamcast. Fall 2000





Half-Life features new characters, weapons, and enhanced effects specially designed to exploit the power of the Sega Dreamcast



Half-Life's incredibly advanced AI is used to fill the game with uncomfortably realistic adversaries

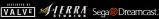


Intelligent characters and intense story create an experience unlike any other action game ever made











A small band of Next Generation spies have made off with the plans for the new, fully-operational battle stations of the gaming world



→ PlayStation 2 rack and Field37



→Dreamcast

Protect Track and Field



→ Arcade



→Milestones

Sedal of Honor Underground 64 Parasite Eve 2

EPISODE I STARFIGHTER

■ Publisher: LucasArts ■ Developer: LucasArts ■ Release Date: November ■ Origin USA LucasArts on PS2: "Do, or do not. There is no try"

with your comes are it responsible, you did not be also greater than the proposal of the propo

"What we set out to do is find a middle ground between Rogue' Squodron and X-wing," says project lesader Daron Stimett.
"Something that would work with on a console and be a little more approachable but would also have very deep gameply and incorporate strong story and Characters."

The result is a spaceship combat game that revolves around three new characters Rhys, a member of the Naboo forces who

www.next-generation.com 09/00 NextGen 23



Plaisin I Rhys gets separated from his group after he escorts the princess away from Naboo — that's what brings him to Vana

"We have large scale massive battles with hundreds of vehicles and tons of things going



gets separated from the group; Vana, a mercenary who is in the area for fun and profit; and Vinne, a plrate under attack from the trade federation. The characters have their own plays, each of which encompaste as different type of gampalays stately (Vana), doglighting (Blyy), and brate force as different type of gampalays stately (Vana), doglighting (Blyy), and brate force as different type of gampalays stately kided Trade Federation ass.). In true chemated trades to the true characters will start with their own independent objectives and will eventually meet up to fight the state with the second to the second

Trade Tederation for the common good. Sinnett explaint the decidion to go with original characters and story as a ne-brainer. "The move flow 'Wor Spinole 1 The Phorstom Menocel dien't really have gold space battles. There was only one at the very end, in order for us to do more than the minutes of gameplay around that list space battles. There was not you own store."

While the three ship types help to define the way each mission will be played (you don't get to choose which character you will use) the team has also done a lot of work making sure there's a good variety between levels. "We have large scale massive battles with hundreds of vehicles and tons of things going on at once in huge environments," ms Stinnett. "And we have other missions that are much more adventure-like where it's more you trying to fly through smaller environments looking for some-

When Next Generation took over the controller for a test flight, we were able to witness the scope and variety of the game for ourselves. At one point we flew straight up into the atmosphere and then spun around, only to witness the entire battle ow in small scale (and we could even zoom in on it and attack with the han sniper mode). On the opposite end of the spectrum, another level had us flying through a tight, beautifully detailed carryon

toward an enemy base at the end. Even though the enemies hadn't been placed on the level yet, it was as close to realizing a Beggar's Canyon-style mission as anybor ever attempted. All that was missing were the Wamprats

"We made a big effort to get really dramatic environments with a lot of variety," says Stinnett, ranging from "tight small spaces where it's really dense and there's a lot of stuff going on to large expansive space missions."

Of course, none of these levels would have the impact they do if players were forced to stay within small artificial boundaries, which programmer Chris Corry was quick to point out. "There's nothing preventing you from flying to any of the terrain you see," he says. Stinnett finishes the thought: "It's (the level boundary) so far out

we don't expect people to run into it unless they really try." The absolutely stunning graphics engine completes the package, keeping the ga fast and beautiful no matter what your vantage point. According to production manager Reeve Thompson, the team's focus on

story has defined how the artists and programmers go about making the game look just right. Take the multiple texture passes that were being done on each ship. *Instead of just doing the Gran Turismo approach and making all of the cars [or ships in this case) shiny we wanted to use

this effect to a purpose," Thompson scream by in the heat of combat, we can't

At one point in the game you'll have to leave Naboo and go to another plan et for a while. Don't worry though — you'll still make it back in time for the final battle with the Trade Federation

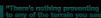
explains. "What you can see is the scrapes on the back of a ship where the shine of the metal comes through. We want things to have a battle-worn look and I think that this is a good example of where we're using the 'wow' features of the PlayStation 2 to give depth to the story instead of just doing things because we can."

And for those curious to know, we looked long and hard at the game running in S-Video on a 36" monitor, and it was an effort to spot even the most minor of jazzy edges. Apparently that anti-aliasing issue isn't really an issue anymore (see sidebar). While Storfighter won't be available at PS2 launch, the November release won't keep gamers waiting long. With the SW:TPM soundtrack booming as ships

help but think this is the next Star Wors title worthy of the legend. - Bloke Fischer







THE REAL TRUTH ABOUT ANTI-ALIASING ON PS2

While many first generation games on the PS2 due to a technique called sca but it does not com manner that a true hare





our thirst for conquest goes unquenched no longer.







Five new civilizations to lead or conquer. Azrec. Mayan, Huns. Spanish and Korean. Four new campaigns to emerge victorious. Whitin the Hun. El Cld, Montezuma, and the Battles of the Conquerors. Your challenge: Expand your empire and rule the world.

www.microsoft.com/glomes/conquerors













■ ARCADE, DREAMCAST

ALIENFRONT ONLINE Platfer Bogs * Dester Wew # Passe Date of 2001 # Our Appan

Home vs. arcade is no longer a debate - it's being settled in online play

Now here's an interesting experiment.

Due out sometime early next year, AltenFront Online is a multiplayer, online game that will actually enable Dreamcast players at home to face off against others playing in the arcade. That's a first.

For reasons that are as yet unclear, a race of aliens known as the Triclops have taken it into

their pointed little heads that the human race should be utterly wiped out. They intend to accomplish this by having a team of four Triclops face off against a team of four humans - or at least, humans driving tanks. Taking after Namco's Tokyo Wors, AFO's battle against the alien horde is between armor-dad warrfors in a number of different urban settings around the

By far the most interesting feature of the game is its ability to match players over the Internet, enabling home vs. arcade battles





globe (although only one Earth citx Washington D.C., was available for display at press time).

Each team has a different set of three vehicles to choose from. The human team can choose from the MIAI Abrams, the Merkava. and the M-109. The Triclops team has the choice of a two-legged walker, a four-legged "spider," and a hovercraft, it should be mentroned that at this point, it actually seemed as if the Triclops had a slight edge over the human players, since the two-legged walkers, in particular, had a distinct height advantage. This, of course, enabled the aliens to see and target enemies from a much longer range. However, these balancing issues will doubtless be worked out before the game is released.

In addition, each vehicle has one main weapon - the cannon for the human team, a laser beam for the Triclops - and is capable of picking up additional power-up weapons. Humans get grenades and missiles, while Triclops get a homing missile and the 'gravity' ball," which lifts enemies up and slams them into the ground. Other power-ups are available, which can be discovered by blasting away at



just about everything in the environment. destroying it and revealing new items.

The most interesting feature by far however. is the game's ability to match players over the Internet, enabling home vs. arcade battles. The Altenfront Onine site will support "handles" for individual players, and it will offer special tournaments and the opportunity to compete for various Seza-related prizes. The same will also implement an online, in-game voice chat system for talking to members of your own team and taunting the enemies, and you can also expect that certain special bonuses can





Furthermore, Sess is currently toying with the klea of making new vehicles and weapons available for download over time.

Considence no one has ever tried anything guite like this before, you can consider it a very interesting experiment on the part of Sega. There's no word yet on how the four-on-four team play will break down with respect to players in the home and the arcade - whether all members on a given team will have to be from the arcade, for example, or whether teams can be mixed and matched irrespective of where they're located. Still this feature alone



WHEN YOU DON'T HAVE ANY



CRAVE

of your fragilities at least amount Chemin Fighing, Chemposite, and the United Fighing Chemposite and the Un

PUNCH, KICK, GRAPPLE and WRESTLE

your competition into submission as an authentic UFC fighte in ultra-realistic, full-contact bouts.



Are you ready for the Ultimate Fighting Championship*?

STEP INTO THE OCTAGON*
AND FIND OUT



ULTIMATE FIGHTING CHAMPIONSHIP











too evoluble for Sony PlayStation' garee control and blatterio Gaza Boy' Color.

CHALLENGE FATE

20 YEARS HAVE ELAPSED SINCE THE EVENTS OF CHRONO TRIGGER. HOW A NEW SET OF ASSETTABLIBERS PREPARE FOR A BATTLE THAT WILL SURPASS EVEN SPACE AND TIME















RAGON'S LAIR 3D

Dirk, Daphne, and the Dragon are back, but this time they've brought cutting edge technology with them

cue the beautiful Princess Daphne. Many of the

Back in 1983, not even the team that created the then revolutionary laserdisc game Drogon's Loir, could have predicted that 17 years later the game would still be selling -now on DVD, of course. But the franchise now looks to stage a comeback, complete with a healthy Infusion of modern technology and gameplay that will once again cataput it to the forefront of the gaming world.

Drogon's Lor 3D is more of a remake than a sequel, as Dirk is still trying to make his way through the castle of Singh the Dragon to resscenarios will at first appear identical to the onginal, but the old-school, action-reaction gameplay has now been replaced by full 3D, realtime gameplay A good example comes in the first scene of the game where evil tentacles attack Dirk as he is crossing the drawbridge. instead of just hitting the "sword" button and being done with the level, players will actually have to run around, dodge the tentacle's attacks, and eventually lop them all to pieces with your sword. Only then, when you run through the door to the castle, will the gate

drop and you'll hear the traditional trumpeting

"You've played Dragon's Lair but now you get to see the rest of the story. You'll see the rooms you never got to go in before and the creatures and new NPCs you never got to deal with."

REVENGE OF THE CLASSIC White Dragent Let 30% period with 100 p





fanfare as Dirk continues on to meet his fate.

It's this absolutely brilliant merger of old and

new which is going to make this girne work, and the team has part a lord finne developing a lock that is dischlared, a lotton fine developing a lock that is dischlared, and though refund to the original. We wanted to lose and curtornly feel where nothing really makes sense and halways don't go where they're supposed to," says lead designer with Regignition. "We wanted to give our with regional sense and original region of the supposition throat or a puzzie or an obstacle." When the high of a custom but or artisen of an advantor but or artisen or an advantor but or advantor but or

of movement as there is in Zeldo or Tomb Roider.

No doubt much of the game will look familiar to Drogon's Lor swants, but there's actually an impressive amount of new content for players to discover. While the original game only offered 30 different areas to explore, this version presents ilso unique rooms. The thrill of the newest installment, according to

Dragonstone Chairman and original Dragon's Larr co-creator Rick Dyer, is that "Nou've played Dragon's Larr but now you get to see the rest of the story four'll see the rooms you never got to go in before and creatures, new NPCs, you never got to deal with." From what Next Generation has witnessed.

From what **Next Generation** has witnessed of the first level of the game, there will be many

new challenges — although those who have played the original will also remember the chessboard-decorated hall where the first boss, the impressive black knight, awarts.

Aside from the game's new areas, Dirk himself has some new techniques at his disposal, including a projectile weapon, a medallion that will offer hints, and some new powers that will

be associated with his sword.
While the team is currently working only on a
PC version and Blue Byte deries any Involvement
With a concile port. Dragorstone President
Steve Parsons has said before that the game will
sto be corning to be one generation conceive as
well as PC — ethough the PC version will certailly lead. With an advance of hardcore fars IT
years in the watting, the team has a sizeable
wateroot to Reside Forcher.

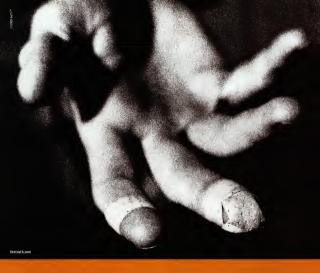














PN INTERNATIONAL RACK AND

More button-banging madness from the masters of the form

Konami has a long history of track and field games, dating all the way back to the original Trock and Field for the arcade in 1983. So you might expect the company to have a pretty frm grip on the genre, and having seen the latest incarnation, ESPN International Track and Field, we can say with some confidence that this is still the case

The game includes a total of twelve events. Ten can be selected immediately: 100-meter dash, 100-meter hurdle, long iumo, pole vault, layelin. 100-meter freestyle swimming, weightlifting horizontal bar symnastics, trapshooting, and rhythmic symnastics. The final two events high lump and the hammer throw - are hidden and can be unlocked. And yes, we know that at least five of these are neither track nor

feld, but what are ya gonna do? The control for each event is quite different, although many fall into the usual "tap a couple of buttons as fast as you can, then tap something else to throw/jump/whatever* However the gymnastic events require a surprising amount of coordination, and rhythmic gymnastics is actually played like a kind of low-end Donce Dance Revolution, tapping the controller buttons in time with the selected music (funny that, coming from Konami...).

As you'd expect for a next generation title. Track and Field sports (no pun intended) high resolution, high frame rate, high polygon, and smoothly textured graphics, especially on PlayStation 2. The motion-captured animation also appears to be topnotch, and on the whole we can't put a knock on this title anywhere The version shown to Next Generation needed some tweaking, but come ship date, it should be ready to compete. - Jeff Lundrigon









PLAYSTATION 2

MOTOR MAYHEM 1- Jailer Infogrames 1 Designer Begand Games 1 Person Cite March 2001 1 Top- US

Will deeper characters revitalize a tired, twisted genre? Start your engines

What's wrong with vehicular combat games? They reman perennally popular, but it's widely held that the genre has barely advanced since Prevised Metril fist exploded on the scene in '95. Beyond Games (creator of Redtine for the PC) thinks it has the answer; cars are just too inhuman.

"Wouldn't it be cool if you weren't just playing a car but you were actually playing a character, and that character was more than just someone you saw on the initial selection screen?" queries Beyond VP Chirk Stacey, Enter Motor Mayhern, a car — no, make that a driver — combat title set in a futuristic universe where the outrageous VCL (Welsde Combat Legace) is more popular than NASCAR, the NTL, and Clympic cutling all rolled into one. The lineap of scrill-influenced competitors includes forcis, a story part driving a steamnotier, Volcana, a sery redhead in a streamlined, size wheelod, internotype AVI and Convalis, a Geigen-esque soldier inding a fluturistic crotch modest.

The task of designing this all-important cast of characters fiel to Creative Director Christopher Salmon, who says he knew the game needed an "X-Men-style" super-team of varied, yet complementary plopy-jockyr. Chirp the werd but coherent style of films like Stor



depending upon which character you control. No word if you can fire this big gun, but you can bet we'll give it a shot











Wars, Salmon utilized a more organic, cinemastyle design technique in which sculptor Ryan Peterson (whose work can be seen in the gluttony victim from Seven, the face-stretching scene from Men in Black, and Universal's upcoming The Grinch) modeled most characters first in clay This allowed numerous adjustments and iterations to be made before the

digital modeling process even began.

In a refreshing testament to cohesive design, each competitor's visual style, color scheme, and moves are all tied to the character's rather deep personal history. For example, Corvalis boasts moves that are most effective at close range. Why? Because he's an ex-military

tunnel rat and thus an expert in close quarters fighting, where his quickness and maneuverability give him an advantage. Each vehicle is also designed to give the player a clear view of the driver at all times. According to Stacey, this is absolutely crucial.

"If you're crusing along and a missile hits the back of your car, you see the car rock back on





Explosions are all modelled accurately and randomly. Scraps of your enemy's rig will bounce in different directions each time, and they'll do so with the proper phy-

"The closest thing to the VCL would be the

the shocks, and that kind of gets you into the action. But if a missile hits the back of your car and you see your character get knocked up against the Insade of the cockpit, become stunned, then try to grab the wheel and recovey; thirt's Intense. That really involves you." This refocusing on larger than Iffe, occasionally human characters is inspired by an unlikely if wildly successful, real-world source. "The closest comparison to the VCL would be the WWE" Stacey contends. "You have very

the Coses comparability are victionally family states of the WWF, Statey contends. "You have very family sinciple characters, each with their signature moves, their own music, and their own stories." Each character's unique profiline will play out.

between rounds of combat, with stories and inter-character relationships that further exemplify a WWF Influence. Characters will form allegances, change from good to ext, or even drop out of the league, to be replaced by new competition, via later farestions of the game or, according to Stocy, Sony's planned broadband network.

Combat will rage brough two routine levels, modulary a spar sinding. A Hopen jump le complete with must lived temple, the deck of an aircrut carrier, and an underson mire. Moreover, each arrar will have at least on hige element whose destruction will dange the flow of sparraging. A missile can be liastored from the arrant carrier that will blow a hole in the deck, creating access to an aircrut harger belowting the properties. And the Hopen Emple level will have bridger whore supports can be broaded to company and will have bridger whore supports can be broaded to company.

Of course, conceptual design ent everything, if the sphrice regine is words, or if the settless drive like Chitry Chitry Bong Bong gurners won't every course of the sphrice regine at the ord just invented a rough ording engine at the time of our visit, President Kits johnson assures so that the remaining development time will be used to implement "year control, fun physics, the whole package." We can only hope that his words prove prophetic when the maybern really ensures need spring.

— Erric Brotcher



WHEN YOU HEAR THE BELL, COME OUT FIRING!







THUNNER TANKS



LET THE GEMES BEGIN.

3D0

COMING TO A GAME CONSOLE NEAR YOU

COMMING TO A GAMBE COMSOLE MEAR YOU.

OL World Destruction League, Therefor Tanks, and their inspective logos, are tradectarks analist service marks of The SDC Commission of the Commission of



■ DREAMCAST

QUARK

■ Publisher TRA ■ Developer Quantic Dream ■ Release Date Fall 2001 ■ Crop France

After Omikron and without the help of David Bowie, can Quantic Dream deliver a better gaming experience?

Quantic Dream's last ambitious effort, Omikron, heroically tried to redefine the action/adventure game with an epic sci-fi story and an open world for players to explore, and



M Knowing what every animal in the game can do will enable you to beat many puzzles. For example Wald wants to rescue the Rump, so he tempts the Gumba Into running him there with some food

while it may not have been the success the Par's-based team hoped for 'see review, NG 02/00), the game taught them many valuable lessons that have directly influenced their next game, Quark. The most notable of these was how to approach the daunting task of telling a story via a game.

"People really enjoyed the story and the immersion of Omikron," says Quantic Dream's CEO David Cage. "We gave so much freedom to the player, but II personally think that the action sequences were not merged enough in the adventure."

With Quork, Quantic is trying to keep players immersed in a diverse and engaging story and, this time, to fix what didn't work before.

Much like the demon-run so-fi locales of Omikron, Quark is set in a very different world

■ Players will be able to communicate between the mystical world of Quark (above) and the durk industrial alleyways of London (below) through shared dreams between the two main characters



QUARKS

you paid extension in physics class, you paid extension to heldeshed per acceptable physics before the heldeshed per acceptable physics heldeshed dentifies absolute profession was quarker. Authorigh their existence has experted beautified to confirmed, thereoff was particles allowed by their beautified particles allowed by the horizon particles allow of placement of the profession with the profession of the particles allowed placement of the particles allowed placeme

Intellifes

The base secreted for the se

than our own — two very different worlds in fact. Wake, the main (male) protagonist, lives in a hugely colorful fantasy world called Quark, while his sister, Unit, has been abandoned in an entirely different world — a grimp; industrial London. The two heroes stay in contact







throughout the course of the game through their dreams, which becomes very important as the game progresses because both worlds are under attack from a chaotic force unleashed by a time-traveline madman. In typical heroic fashion. Waki and Una must both escape the villan's attempts to finish them off and bring to an end the dark force of destruction The gameplay itself is best described as Zeldo-esque. While puzzle-solving, action, and

via both characters in order to solve puzzles. "The whole game is about cross-overs," says characters look similar in both worlds."

lar-looking spots or characters in each of the different worlds. When you solve a puzzle in one world, you may be given the vital clue you

"The whole game is about cross-overs. The two worlds are linked. Some sets or characters look similar in both worlds,"

twist is how players must explore both worlds Cage. "The two worlds are linked. Some sets or For example, players may discover two simineeded to solve the similar puzzle in the other. Players might also be surprised to discover

some Banro-Kazpore-style action sequences, as the characters are able to take control of a menagene of animals that accompany them on their adventures. These animals are not just tools or vehicles that can be used and left," explains Cage "They are living beings with their own skills and personalities. For us, finding the best controls for each one is the hardest part since they must be intuitive and as common as possible. We don't want the player to learn different controls for six animals, but you can't move Una's bird in the same way as Wald's giant. rabbit."

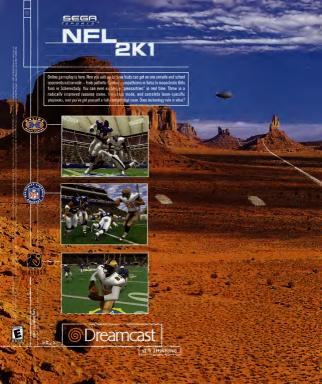
Now that Quantic Dream has the confidence to explore its creativity freely and the experience to master complex and unexplored elements of game design, maybe we can look forward to a multi-faceted adventure in the true sense of the word. - Colin Compbell







(left) and enables Una to open the gate in b-







THE DREAMLAND CHRONICLES: FREEDOM RIDGE

The creators of X-COM bring strategy gaming into the future



PC games that totally redefine their genre are few and fair between. In fact, once you ing hoople, there are only a handful of games that are exceptional. One of these rare games was the DOS-based classic X-COM-UFO Defense by U.K.-based Mythos Games, It's no

"me-too" sequels and uninspired spin-offs. Still, Mythos Games has been itching to do a true folwade through all the "me-too" titles and market- low-up to their past classic, and now with a new publisher and a new engine, the company hopes once again to redefine state-of-the-art strategy garning.

Much like the original X-COM Freedom Ridge secret, however, that like many great franchises, involves aliens - lots of aliens. "The storyline is

X-COM has ultimately been watered down with based on the classic Earth invasion scenario and

"The full scope of operations is under the player's control, from resource management to squad-level combat."

9/00 www.DailyRadar.com



Just \$1 an ISSUE

VES. i pay only \$1 dollar an issue, for 12 big issues of ENextCen. I save \$59.88, that's 83% OFF the newstand price.

SIGN ME UP!

MANUE OF LANCE (PRINCI)

ACCINESS

OTHER REAL OF Polyment enclosed

Other past of God Coxis (1988) include (Core princip 88 ft). Prepar a US turk.

Just \$1 an ISSUE

VES: pay only \$1 dollar an issue, for 12 big issues of E-NaxtGen. save \$59.88, that's 83% OFF the newstand price.

NAME CPLEASE PRINT



ADDRESS

OTHYSTATE/OP 4854

Offer good in St. Banky Canada USSR Included CSTI. Forugo USSA1 Prepaid in US Ands.

Just \$1 an ISSUE

YESI pay only \$1 dollar an issue, for 12 big issues of ENextCon. I save \$59.88, that's 83% OFF the newsstand price.



NAME OFLEASE PRINTS	
ADDRESS	

Bill me later Payment enclosed

Other good in US anty Careada US 358 firehalder QSTI Foreign US \$41 Preped in US funds.
Prese allow 64 weeks for delivery of light in soul Cover price 35 89



BUSINESS REPLY MAIL BOULDER CO

POSTAGE WILL BE PAID BY ADDRESSEE



PO BOX 53682 BOULDER CO 80323-3682

الطياط والمالي المطالب المطالب المطالب والماليا



NECESSARY IF MAILED IN THE



BUSINESS REPLY MAIL PERMIT NO 1149 BOULDER CO

POSTAGE WILL BE PAID BY ADDRESSEE

PO BOX 53682 BOULDER CO 80323-3682

Haddbardbaddalladladdaladaldd







BUSINESS REPLY MAIL

POSTAGE WILL BE PAID BY ADDRESSEE



PO BOX 53682 BOULDER CO 80323-3682

الطباط المطاول المطالب المطالب المصالحات المصطالحات

NEWS

FOR AN ISSUE



III The physics engine in this game is unbelievable. Note the cella and debris in this shot. Think there might've been Sims in there!

the copious amounts of UFO conspiracy stories that have been circulating for many years." excians Mythos Games co-founder lulian Gollop. "The Dreamland mythology features prominently Dreamland is, of course, the code word for the Area 51 facility in the Nevada desert where the government is alleged to have tested alien technology."

The game starts shortly after a particularly rapacious allen race known as the Saurans conquer Earth after a few months of intense. destructive warfare. Players are faced with the



force capable of overthrowing these alien invaders, and the keys to doing this are strategic planning and tactical expertise. The full scope of operations is under the player's control," says Gollop, "from resource management to squadlevel combat " So while players start off with only a handful of resistance fighters (consisting of scientists, pilots, and soldiers) they must win slarmishes with the enemy and build up their forces to eventually conquer the entirety of the alien threat. There are about 2S different enemy types in the game, including robots, primitive

some of the enemies will be new to players. others - like the mysterious Men in Black - will be recognizable to conspiracy theorists and "X-Files" fans alike.

To fight these invaders you'll not only have to recruit new allies but also discover new weapons and technology There are over 50 weapons in the game for players to wield, all with unique properties. The goal, according to the team, is to make players think about the tactical deployment of these weapons carefully instead of just always pidding up the biggest gun.









I The missile launcher may seem like a good idea, but when you launch a weapon of destruction off in an urban area you're assing for rouble – and chaos

"Injured characters will flinch and collapse like a rag doll when they are hit. Limbs can even be blown off and sent tumbling through the scenery."

As mensioned before, the heart and soul of the original X-COM beets within Freedom Rodgs, so strategy weterans will be familiar with the tun-based combin mechanics and strategy. The game does have a few enhancements that year it that each seel of restain, however. Your combatanist will now be able to detect enemy forces by hearing, menling, and also seeing them. The strategy part of the game also includes more complex and infograted whole.

combat (we've seen jeeps in the game, and tanks are promised as well) and base placement than previous X-COM titles.

The most measurerizing aspect of the game is the groundbreaking physics model. Nothing is left to chance here; everything in the world is Thee."
"We have been working closely with Haxok [the physics engine] programmers to put some cool features in the game, such as Tracturing of

objects at various princip, such as one base or a time or the legs of a table," explains Gollop. "We can also smulate water cloth, and soft bodies flyinged characters will flinch and collapse like a rag dolf when they are lift. Limbs can even be blown off and sent tumbring through the scenen."

What does this mean to the gamequily Media of irentmess are funding in a house, you can take out a bearing wall owith a tank, if you like and the house will codapse in on that Khnock a simple hole in the same wall, however, and the house remains intact. Every single object in the game has unique properties that smart players can use to their advantage. After cheding out, a some interactions in a very early version of the game, one word comes to mind astounding.

Freedom Ridge is definitely an ambitious title — no one has attempted tactical, squad-level, turn-based combat on such a grand scale and with such attention to detail. With both technology and gameplay on the developer's side it looks like Mythos may have another legend in the making. — Tom Hom



III The tactical planning stage of each operation allows players to move the camera around freely and get a good vantage point of the operation







THIS IS NO SOLO MISSION

Welcome to the universe of massive multiplayer space.combat. Join your squadron online. Confront other civilizations. Play free on worklivide servers. Or fly in hundred-ship doglights on Zone.com. Just keep in mind—those that fly alone, die alone, www.microsoft.com/games/allegiance

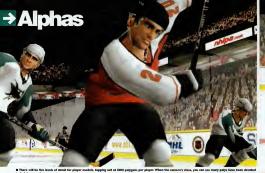


allegiance

CONQUER THE GALAXY WITH A LITTLE HELP FROM YOUR FRIENDS.



Microsoft



to facial expressions

NHL 200

■ Publisher EA Sports ■ Developer EA Canada ■ Release Date October 2000 ■ Organ Canada

Can EA lead hockey into the next generation, or will it just skate by?

Ever since its glory days on Genesic, EA Sports' Ni-It's series has been steadily evolving, with its biggest leap being the transition from 2D to 3D. On PlayStation, that leap

have the power to make the NAE, openment, waskern with the films detail at disservine. The first and most important difference between the Rystation 2 game and its Rystation ancestors is that it will run at 60 firms per second, According to Producer Kenin Wilsmann, "What 60 HS ready does not jour strown of any of the films that you may have it you are any more than 10 million of the product of the most of the River that you may have it you are almost one of the River that you may have it you are almost any to the trace and of the most set of PRS." The pre-light toom in place yet, and it was raining off a netver's 50 et was refer or earth or a month, But when 50 et al. (1997).

mainly translated to blocky characters and reduced frame rates, but on Sony's new box, the seasoned developers of this franchise finally

tured all of the moves at 60 FFS." The pre-alpha version we videwed didn't have the new armations in place yet, and it was running off a network, so it was netther pretty nor amonoth. But if we were to use FFA as a proof of technology demo, the armatinos will add such a fields quality that it will be hard to distinguish it from a the broadcast.

The NHL 2001 team is mediature on the fife.

The NHL 2001 team is meditating on the 'life on the ice' mantra. And starting with the open-



ing sequence, which follows a home team down the tunnel from the locker room to the tritis, the game will make use of many – over 400 – scripted cinematic scenes to help games feel what an actual NHL player feels. These scenes will manifest themselves much like the

OCTOPUS ON ICE —
IT'S NOT JUST FOR DINNER ANYMORE
THE NOT JUST FOR DINNER ANYMORE
THE OCTOPUS AND THE DISTRIBUTION OF THE OCTOPUS
THE OCTOPUS AND THE OCTOPUS



52 NextGen 09/00 www.DellyBadar.com







A momentum meter has been added to the game, giving you the opportunity to gain momentum by making big plays

broadcast-style "money shots" in NFL 2K for Dreamcast, but instead of just looking cool, here they will be contextually appropriate. For instance, you'll see shots of guys jockeying for position as they set up for a face-off, quick shots of players exhaustedly catching their breath when sent to the bench, and animations of riotous celebrations after big goals and real disappointment after big misses.

Another aspect of the "life on the ice" mantra is the mercurial nature of how an NHL team plays when it's either gaining or fighting a game's momentum. To recreate this ebb and flow, a momentum meter has been added to the same, slying you the opportunity to gain momentum by making big plays. When the momentum swings in your favor, the team's attributes are boosted for a couple minutes. Consequently, your opponent will have to deal

with your team's lift, making it a bit harder for

him to stage a comeback.

Further bridging the gap from videogame hockey to real NHL play one of the most Impressive features in the game happens during one-timers. A skater receiving the puck twists his body in anticipation of the pass and the goal, adjusting his stance accordingly and shooting the puck while staying balanced. This makes for some really natural-looking movement, and when combined with players who naturally set picks by crossing each other's paths, creates a combination that gives the game a much more realistic feel than past iterations.

In the soda- and snack-filled meeting room where we got our hands on the same, a Dreamcast graced the floor Remember this is an EA floor Wilkinson doesn't try to conceal the fact that Black Box's sequel to NHL 2K is the game to beat, and he states confidently that







game design puzzle into a smooth, cohesive whole. We're not saying they can't pull it off, especially by October but it will definitely be a - lettrey Adom Young



If The player models are much more detailed this year, with a roundness that makes cars look like athletes. Also, for the first time, they're all scaled differently

Nobody gets Dark Cloud before we do.

Nobody gets
Final Fantasy IX before we do

Nobody gets Mannye before we do.

Nobody gets Legend of Zelda Majoras Mask before we do

Nobody gets Legends of Wight and Wagis before we do...

Reserve your copy now at any of our over 950 stores, negligible of the Or, do it in minutes online at www.camestopecin.

Either way, nobody gets to play belon you do.

gamestopkom Funcilaria

Gamestop Babbage's software (1)



More Cracked Ribs Than A Southern **Barbeque**



"Gamers assume the role of Rvo Hazuki, born in Yokosuka and raised under the intense martial art training of his father, Iwao. When Rvo comes home to find his father being killed by a man demanding information, players are thrust into the challenge of unrayeling the mystery of his father's murder. It's not going to be a rare thing that you'll

have to use your chop-socky training to RADAR bash your way into disc two." - DailyRadar.com













SAVE 20% Prima with purchase of **SHENMUE**

camestopicom FuncoLand Gamestop Babbage's software

Talking Shrubs and Purple Fairies

(And You Haven't Even Had Your Breakfast Vet.)

> "An evil-faced moon dominates the heavens. The clock tower bell echoes across the land. Minutes tick by, day turns to night, and the moon grows larger in the beavens. Tragged in a

world doomed to destruction, players control Link in a tense. fast-paced race against time. More than a dozen magical masks bestow new powers upon Link, transform him into new

- DailyRadar.com

shapes and sizes, and hold the key to the mystery of Majora's Mask.



norm: EFG A of Players: 1

SAVE 20% on the Nintendo

Strategy Guide with purchase of Legend Of Želda: Majora's Mask

Get A Jump On The New Stuff by reserving it at gamestop.com or visiting us at any of our 950 stores nationwide



gamestopleom

FuncoLa

RANA

Gamestop

Babbage's software



The Magic **Carpet Ride Of A Lifetime**













SAVE 20% Prima Strategy Guide with purchase of DARK CLOUD

Your Direct Line To Everything New Reserve the hottest titles at gamestop.com or visit any of our 950 stores nationwide.



a game again with the P Memory Card from Sorry.

gamestopleom

FuncoLand

Gamestop Babbage's

software @

More Mystery, Magic, And **Sleepless Nights**

"Final Fantasy IX is the final game in the series to appear on the PlayStation console. It is a return to the days of medieval knights black images. Some people have complained about the futuristic themes of Final Fantasy VII & VIII, but with Final Fantasy IX, they'll have



PINAL PANTASED









Be The First To Get This Title by reserving it at gamestop.com or

SAVE 20% BradyGAMES Strategy Guide with purchase of

FANTASY IX

gamestopleom

FuncoLand

Gamestop

Babbage's software @



Warrior **Embattlements** (Without The Messy Clean-Up)



Legends of Might and Magic will take you on a mystical journey of adventure, conquest and intrique. You have been chosen to stop a madman bent on reshaping history in his own image. Travel through 4 distinct worlds and dozens of mysterious dungeons. Battle hundreds of creatures and recover unknown treasures as you strive to complete your quest. Only those of stout heart, limitless courage and a thirst for adventure will succeed and become true legends in the Might and







Reserve It Now!

Gamestop.com will hook you up with a reservation for this title or visit us at any of our 950 stores nationwide.



gamestopleom

FuncoLand

Camestop Babbage's software @



Maybe we should call it Final Vipers? in 1998 a decent little beat-'em-up called Solkeout, running on Sera's Model 3 cabinets - which was a unique feature at the

board and developed by AM2, hit lananese arcades. And though it never seems to have made the leap to the U.S. it did a respectable enough business to warrant a sequel. Stashout Slashout leaves its predecessor's gritty urban gang warfare behind, opting for a fantasy-based world of magic and mysticism. There are four characters to choose from (Avel, Kamui, Luna, and Slash), and, as in the original, up to four players can take part at once wa four linked

reason Sokeout never made it to the U.S. lows the typical Final Fight style beat-fem-up and an environment that reacts differently

three buttons for attack, lump, and masic (plus a fourth for selecting the view). Gameplay folstructure, but there are branches, "secret" paths, according to your actions, so there's a bit more replay value than usual for this style of game. Naturally there are plenty of power-ups avai-

time. In fact, the cost of multiple cabinets is one The control is simple, using a loystick and

DEPENDENT A SPREETING

able to increase a character's spell and combat abilities plus there's a system in place to reward a player with sems for defeating enemies the more impressive the moves and combos

you use, the more gems the enemy gives up. Since the game runs on Sega's current Naomi board, the graphics look terrific. The final game will include eight different stages and 40 different enemies, so expect plenty of variety and flashy special effects.

The question here is not only will this sequel make it to the U.S. where the original did not. but can we possibly expect a Dreamcast version? Currently Sega has no comment, but the ease of porting from Naomi to Dreamcast would make it a no-brainer We'll keep you



THE FIRST ONLINE STRATEGY GAME AVAILABLE FOR SEGA DREAMCAST™ IS IN STORES NOW!









FORGE AN EMPIRE ON IRON HORSE POWER













→ Milestones

Next Generation's monthly update on tomorrow's games



Rogue Entertainment's warped interpreta-tion of Lewis Carrolf's warped children's stories first appeared in the July issue of Next Generation. Since then, the game just keeps looking better and better. With creative logic puzzies, breathtaking levels designed with a definite arbitic flat, and high twanship swisted. enemies, this game should hit big when it arrives this fall. Note to EA: this is a platform game at heart, so we know you plan on porting it to at least one console. When you decide, just let us know which one.

III The White Rabbit, Cheshire Cat, and Alice herself are all here. Or, at least, weird, "Mirror, Mirror"-style versions of them are. This unique, twisted character design bodes well for the game







FINAL FANTASY IX



is there a more eagerly anticipated PlayStation title than Square's next magnum opus? Just out in Japan, this title eschews the series' recent steampunk style in favor of a more traditional fantasy setting. The characters are big-headed this time. bordering on super-deformed, and they're much more whimsical. So far, though, there's no official word as to when we can expect this one to make it over the pond.

MEDAL OF HONOR UNDERGROUND







A proquel to last year's fantastic, intelligent WWI-era first-person action/shooter from EA and DreamWorks Interactive, this title explores the history of Manon, the female French resistance fighter introduced in the first game. Out sometime this fall, the game will feature seven missions and 24 levels, and it will require the same mix of stealth, brains, and sheer firepower in order to guide Manon to her ultimate position as a veteran freedom fighter

It seems all the mascots are getting party games these days, and Crash is no exception. Developed by Eurocom, this title finds Crash and seven of his cohorts competing in 28 multiplayer party games. More devoted to arcade-style action than ties in this genre. Crish Bosh should be available sometime in November.







FEAR EFFECT: RETRO HELIX











Developer Kronos has retained the unique art style, tense action, and clever plottines that made the original Fear Effect great. As we mentioned in our first preview of this game in our lune issue, the team has added a fourth controllable character Rain, who can be seen in these screenshots. The story is again based in Eastern mysticism, this time taking the team through eight locations, ranging from Helf's Kitchen to Pengla Shan, the Taoist home of the gods. This prequel to one of the best games of 2000 (thus far) is due sometime this fall



PARASITE EVE 2

Square's blessed line of RPGs (which includes Vagrant Story and Chrono Cross) marches on with this title, a survival horror "cinematic RPC" that takes place some three years after the original game. The sequel boasts much higher poly character models, as well as detailed backgrounds that animate at 60 frames per second. Aya can also run battle now, and Square has refined the battle system, which many found unweldy.





AIDNIGHT CLUE

PlayStation 2

















CUSTOMIZE

GO KICKY FAST OKAYI







over I starts off in the lead. But did he listen to Benny? He air!! He fined to save roomy on brakes. He's sheep. He's shapp of couldn't go kelly hest through the turn. How Diver 2 asseed is ass. Wow! And look of Driver I!! He's making power. How to







Tear it up in this total competition speed trip where you can build original machines from scratch or tweak over 130 GT sports cars that reproduce exact handling and performance specs. Then use your VMU to trade machines, parts

and laptimes on the net. Assuming you got anything worth trading, Grandma.















IT'S THINKING



Last fall, Midway's breakout boxing franchise gave the Dreamcast launch line-up some extra punch. A year later, the sequel is almost ready, not just for Dreamcast, but for PlayStation 2 as well. Next Generation visited Midway's development team to find out exactly which version will become champlon in.

■ PLAYSTATION 2, DREAMCAST

READY 2 RUMBLE BOXING: ROUND 2

■ Release Date: PS2 - October 29, DC - Fall ■ Origin: US

PlayStation 2 and Dreamcast are both ready to rumble. So which version is better? You're about to find out

In the war between Dreamcast and Physiciation 2, the hoopia and positioning go right out the window when the same game is simultaneously released across both platforms. The proof is in the playing, and between the two next generation versions of Midway's latest boxing game, only one can be the best. So within is the better Rummids.

ing game, only one can be the best. So which is the better Rumble? "There's more eye candy on PlayStation 2," says Lead Artist Emmanuel Valdez, "but as far as gameplay, it will be solid on both

platforms."

A well-spun answer if ever one existed.

Such comments are signs of the highly political nature of videogame development in a transitional market, where third-party sublishers on the invest either exists.

publishers do their best not to upset either the Sony or the Segs camp. Midway has excelled at this, keeping a high level of continuity between both the Dreamcast and PlayStation 2 versions of the game. In fact, according to one programmer on the team, the games share as much as 75% of the same code.

The Dreamcast and PlayStation 2 games will feature the same roster of 24 boxers, comprising 10 returning characters and 14 new ones. Two celebrity characters, Michael Jackson and Shaq, join this year's bizarre line-up that also includes Robox, a robot boxer that's an obvious spoof of the Ray-Leonard-endorsed Sam Man punching bag and Wild 'Stubby' Cooke, a booking cowboy who bears a bit of a likeness to Toy Story's Woody.

Other characters entering the ring for the first time are relatives of some of the first game's boxers. There's johnny Blood, brother of Jimmy Blood, Mama Tua, the monstrously large mother of Salus Tua, and Afro Thunder's just-as-flashy cousin, J.C. Thunder

Roody to Rumble Booking Round 2 takes place three years after the first game, explains Validez, who speamheads the character design for the team. In that span of time, The says, "Afto became champion and ecclede to lever the sport to pursue a carear in movies as an action hero, in the meanthms, JC. Thunder entered the ring and tried to fill that void created by Affor. 50 Afto returns to the ring to battle his cousts,

who he feels is stealing his limelight. So there's a rivalry there." In fact, arch rivalries have been created among all of the 24 boxers. These bouts, according to Valdez, will be specially billed

as "bad blood match-ups."

The number of new characters is impressive



68 NextGen 09/00 www.DailyRadar.com







"We have different character models for the Dreamcast, because it can't handle the same

considering the team has had barely a year to work on Round 2 after the release of the origiwork on Nound 2 after the release of the original Dreamcast version. To be ready for an almost simultaneous release for both Dreamcast and PlayStation 2, Midway made a conscientious effort to share as much code and assets where it made sense. Still, the team admits each version needs to emphasize its native platform strengths.

"We have different character models for the Dreamcast," says Senior Programmer Ian McLean, "because it can't handle the same polygon count as PlayStation 2. We can still use the same animation, motion capture, and character move lists. We can still use the same game code for Al."

And how tough was it to get the PS2 engine up and running?











There are now three levels of "Rumble"... at the highest "Rumble" level, one hit instantly knocks down your opponent

this will they play any better? The team has taken critischms to heart that the flighting in R2R wasn't as deep as it could have been. "By gameplay issues we dien't get to take time are now in," asys Valdez. "A lot more moves, more complexity and depth. We still want to keep it simple. I think one of the draws of the game is that anybody can play it."

Each character's animations were completely revisited for Round 2, and as the team already had an engine up and running, they've been able to build in more time for fine tuning, tweaking gameplay, and creating



a deeper list of character specific moves, Once again, player who fand a solid punch will be rewarded with rumble etter, and upon spelling the word "Rumble" they can existe a power-up that should enable them to severely dramage or knock out them to severely dramage or knock out them to severely dramage or knock out them to severely of families" and each character will have a unique rumble combo for each level. At the highest "Rumble" level, one hit instantly knocks down your opponent.

Aside from improved fighting, the game now features Tournament and Team Battle modes, as well as an improved Championship mode.

"We totally redid Championship mode," explains Lead Programmer Dave Wagner. "We hacked to get it in last time. This year there's more PHYs, and it's more of a timebased than a money-based thing." The Championship mode still enables

The Championship mode still enables you to train a stable of boxers, and it features all new training games. The team is also creating a gym manager who will help you in Training mode. How about a create-your-own boxer feature? This was something the team felt they couldn't do

Once again, the glowing gloves indicate an incoming ass-whooping, and the brutz downer is beautifully represent to the brutzer frees in these Distances of the process.

B.BROWN



READY 4 WHAT'S NEXT?

According to Midway, when the team finishes with flound 2. It will applicate to team will consist to two wick on Roady 2 fromine Bostings (Rosand 1, we expect). And the other will begin or which Midway cash "another Ready 2 was expect). And the other will begin or with Midway cash "another Ready 2 when the ready will be shown to shake this, two of the bosting the bosts will be comined for Roady 2 because the cash who will be shared the control of Roady 2 for the shared 2 for the ready 2 for the Roady 2 fo









with a one-year production cycle. "We're saving that," says Valdez, and we can't help but think they're saving it for next year's version that will likely appear on Xbox.

This year, the team has worked hard to bring more personality to each of the characters, including more taunts, victory speeches, and theme music for each fighter. Orpheus Soundstation (who incidentally vides the voice and Illianess of Afro Thunder) has been composing interactive music for the game. According to Orpheus, when someone goes into Rumble mode,

the music will dynamically increase in tempo, heightening the drama.

Certainly the team has made some advances in technology and design, but when Next Generation visited Midway, many of the discussed features were only just being implemented, and quite a few boxers had not yet been put into both versions of the game. With only a one-year production cycle, there's no way the ISmember team, responsible for both versions, could produce anything more than an evolutionary product, as opposed to a revolutionary one.

After a long discussion with the team, we finally sat down with both versions of the game. The Dreamcast felt a bit more polished, perhaps owing to the extra year's experience the team has with that controller. But the PlayStation 2 version played just as well, and with a few special effects in, it appeared to have better (though not dramatically so) lighting.

Will the game support the Dreamcast online network

"No." Say the folks at Midway. This seems to conflict with earlier statements about maximizing the strength of each console But not supporting the launch of Dreamcast's online network is more likely to hurt Sega than Midway. For every anticipated third-party game that ships without Internet play, Sega's network takes a step backward in the eyes of cautious consumers.

To this end, the winner of the Ready 2 Rumble battle between Sega and Sony goes to Sony, not because of what Round 2 offers on PlayStation 2 but because of what it doesn't offer on Dreamcast. Still, in it's early playable stages Round 2 is already as enjoyable as it was the first time around. With a few months to go fore shipping, it's crucial for Midway to hit the bullseye with all the planned enhancements. If it succeeds, the company will ship a worthy sequel, if not, Round 2 will play more like a mission pack of new boxers. Given the odds, it's likely this veteran team will go the distance. - Tom Russo

DREAMCAST VS PLAYSTATION 2

illar to the one seen in the PlayStation 2 version -





BATTLE GALACTIC TYRANNY. BRING YOUR FRIENDS.

introducing the first space combat game for up to eight players online! Fram the award winning designers of Wing Cammander cames a game beyand the reaches of your imaginatian. Battle for cantle of the galaxy as a lane gun in this premier first-person cambat game. Or take an the evil Coalitian in multi-player made as a member of the eilte 45th Squadran. With every haus the Coalitian graws stranger, and the fall of the Alliance is at hand. Fight for Freedom! The 45th Wants You!

•Fight one-on-one with a friend in dogfight mode or play cooperatively with up to eight other players via the internet.

 Whether engaged in a dogfight or escorting a torpedo run, the Starlancer 3-D engine provides unparalleled fluidity of gameplay.

 Choose from more than a dozen ships using a unique 3-D drag and drop interface. Then arm your ships with more then twenty weapons to obliterate the enemy.









Starlancer.



Survival Horror Has Entered A Hew Realm...











O Dreamcast: The First Anniversary

A successful launch one year ago in the U.S. (September 9, 1999) has proven once more that content is king. On the following pages we give you quick reviews of every available title released in the U.S. and a gilmpse into every known title in development. And if you still haven't bought into Dreamcast, we've laid out the entire library of past and future titles for you so now you can decide for yourself.



www.next-generation.com 09/00 NextGen 77

Operation of the contract o **Every Game Released Reviewed**

One thing you can say about Dreamcast is this: no other console ever released has boasted as large and diverse a library after just one year. Take a look over every game released for the system in the U.S., how they measure up, and watch as our peerless reviewers sort the must-haves from the must-avoids



Oeveloper: Kallsto This so-so rally racer was retrofitted to be part of Midway's Thunder senes. which killed any game balance it may have had Bad control, passable

graphics, little fun. Rating ##000



Oeveloper: CRI # Bowling gargeous environments excellent flight physics, and propose control, this fight sim accounts itself well, but it's also unformably realistic and features only stunt flying, no combat. Not for everyone, perhaps

AirForce Delta

Orveloper: Konami If there's one thing a combat fight Unfortunately, that's the least of this

Power Stone

tating: * * * * * (NG 09/99)

Pick up a bargain copy of PlayStation's Rating ++000

Armada Publisher: Metro30 Oeveloper: Metro30 An outer space shooter with varue RPG elements (which, in the end,

hardy matter), Armada is pretty fun as a multiplayer party game - less so as a sinste-player experience Rating **** (NC 42/04)

Blue Stinger Publisher: Acti Geveloper: Climax

impressive either - solid eraphics. fashy explosions, and a decent playing time can't offset the creaky game Rating +++00 (NG II/99)

Carrier

Rating +++00

Publisher: Jaleco eloper: Jaleco This Resident Evil clone doesn't oush its genre anywhere, and at 12 to 15 hours, it doesn't last long either. Still, the graphics are good, the mutants are pretty freaks and overall this makes an

The flashiest title in Dreamcast's launch lineup thumbed its nose at traditional one-on-

one fighting games - yeah, it's a button-masher, but with 100% interactive environments,

ploriously over-the-top special effects, and dead-on control, you can't put it down.

Dead or

An easy tie for the best fighting game for the system this offers sumptuous graphics. snappy control, impressive moves, and the most self-consciously sexy lineup of fighters ever designed. Any questions? Rating: + * * * * (NG 04 00)



Operinger Leaning Litrard MA 3D undate of the classic shooter. Cardipade spids a 360° planfield, power ups, and few other bells and whistles, but it hardly improves on the original Rating +++00 (NG 02/00)

Chef's Luv Shack

eloper Accinio A strange combination of trivia questions, arcade mini-games, South Park humor, and long load times, this

ends up pleasing no one. (NG 62/00)



Oeveloper: Sega/Sonic Team The first Devempet title to offer

online multiplayer this action/pagzle game is easy to learn, and parrially addictive as you herd little worsting nice away from hungry cats (NC 65/00) Rating www.



Publisher: Sera Developer: Sera A wildly fun arcade port in which you tuo passengers around an impressively huge city — through parks, across rooftops, and anywhere

Publisher: Ubi Soft Oeveloper: Criterion

The main flaw in this undersea. combat sim as that it's terminally boring - slow paced and lethargic. with enemies that have no Al to speak of in fact, there's nothing here to raise even a ripple of interest Rating #0000 OUC OR (DO)

Dynamite Cop 2

Publisher: Sera Geveloper: Sega ■ While the heat-lem-up mechanics are solid and enjoyable, this is an almost straight port of one of the last Model 2 arcade games, and the blocky characters and plain textures show I Racing *****

ECW: Hardcore Revolution

A totally batched wrestling game Warzone engine to even worse effect,

Ratine: #0000

emental mmick Gear isher: Vatical

Oevelopen: Hudson Soft An action-APG with woefully made quate graphes, sloppy action, and a silly storyline, this is simply (and please, we can't help ourselves) one had erv.

Evolution

Publisher: Ubl Soft Developer: Sting

The first RPG for Dreamcast won't wen are awards for originality, but its up for in style, with undenlably cute characters and a fun storyline. (NG 01/00)

Evolution 2

Publisher: Ubi Soft Developer: Sting A cuter, even more appealing sequel hampered only slightly by its by-thenumbers RPG mechanics, However, the even better story and characters make It a thoroughly enjoyable ride

(NG 07/00)

Racing: ***** Expendable

Publisher: Base Developer: Rage Perhaps the most aptly title game yet for Dreamcast, this vaguely 3D, control, ugly graphics, and pointless fanting effects, it's terrible. Rating woods

FI World Grand Prix

Developer: Video System While it is the most realistic racing same for the system, it's unlikely to be to everyone's taste. If though, you crave a demanding Formula One, this one's for you. Rating **** (NG 03/90)

Fighting Force 2

Developer Core Slow, dark, and ultimately plodding rather than exciting this 3D beat-'em up has its moments - and is arguably better than the onemal - but can safety be given a pass, Rating **** (NG 03/00)

Flag to Flag

Developer: Sega Bearing the official CART racing license, all 19 tracks and 27 drivers from 1998, and a demanding physics Ration: ***co model, this is the most realistic racing sim for Dreamcast, it's also kinda dull. Rating severo (NG 12/99)

Fur Fighters Publisher: Acclaim

Developer: Bizarre Creations the snappy control and interesting level designs belie the guiddly surface. Worth a look Rating ***** (NG 08/00)

Gauntlet Legends Publisher: Midway

Developer: Midway M As 3D, sometric action games go. this one's pretty enpsyable, if a bit mind numbing it combines elements from a couple of different Gountlet titles, yet remains nearly arcade perfect. (NG 08/00) Rating ****

Grand Theft Auto 2 Publisher: Rockstar

Developer: DMA Design

the orime spree premise of the original, GTA 2 mostly just shows why there on't much room for a 20, too-down action game these days (NG 01/00)

Gundam: Side Story 0079

Rating **000

Developen Bandal A mech combut sm (sort of) set in the Gundam universe, the control saft bad but the pace is slow and mission goals are sometimes unclear Not terrible, but for from great

House of the Dead 2 Publisher: Sega

Developer: Sega As shooting games go this is pretty entertaining, even if it doesn't last very long If you do pick it up though, make sure you pick up a light gun to go with it. Otherwise, it's no fun at all. Rating ***** (NG 69100)

Hydro Thunder



Developer: Eurocom The home version of this "SF Bush on water" is just about arcade perfect

- which means it's also not terribly deep, but while it lasts, it's a blast Rating **** (NG 10/99)

Publisher: in

oper: Rage It's not the most stratemally destroy everything - but it offers a nice environments. Mostly harmless.

Industrial Spy: Operation Espionage frhen I IIIO Inte

Developen Human This surprisingly compelling ID strategy game puts you in charge of a cadre of high-tech agents. A unique effort only middly let down by syste balance and interface problems Racine: ***00 (NG 05/90)

Jojo's Bizarre Adventure Publisher Cancom

veloper: Capcom This also includes the original /oro's Venture, but the two are almost identical A 2D fighting game with an adventure mode and a lot of men games, it's also confusing and dult.

Resident Evil: Code Veronica

A strong contender for the best game yet on the system, this pushes the marquee horror adventure series to its ultimate: breathtaking graphics, tense atmosphere, a fantastic story and, for once, the voice acting is even pretty good. Simply amazing

- ***** (NG 05/00)

magazines this just ride school 2D fighting, it's just plain old. Unless you're Rating **** (NG II.199)

Legacy of Kain: Sold Reaver



elopen Crystal Dynamics A textbook lesson in how to handle a Desament nort. Early absorb solid.

completely upgraded graphics. Fun, challenans, and someous, Rating **** Maken X

Publisher: Sera

Developer: Atlus A FPS with a creative premise — "brain jacking" enemies and taking control of their hadies and skills - k done in by bland level designs and unirspired gameplay Rating + 1000 (NG 07/00)

Marvel vs. Capcom Publisher: Capcom Developer: Capcore

Not gute the nigh-flawless presentation the sequel turned out to be - the controls desperately needed some tweaking - this is still a great 2D grawler, and one to savor. Rating *****

Marvel vs. Capcom 2



A ridiculous number of characters hadeness numbers of moves and an ewn friendlier control scheme make this the best 2D fighting same ever to Rating **** (NG 07/90)



Publisher: Interplay Developer: Bloware ■ Gorgeous graphics and interesting varied pamentay make this 3D actioner a pure loy to play - assuming you can handle the insane level of difficults Rating **** (NG 96/98)

Monaco GP Publisher: Ubi Soft

Rating ****

eloper: Ubl Soft Although this is a fairly realistic racing sim, the perfectly horrible pre-race interface makes it almost impossible to find that out. The ownell blandness of the desem doesn't help either (MC II (88)

Mortal Kombat Gold Publisher: Hidway Developer: Eurocom As long as nothing moves, box does this 3D fighter look maly enorg Birk up.

the controller and uncourse the name though ... ush Witness the last easp of a series that should have been finished" years ago. Rating ++000 (NG 10/99)

NBA Showtime Publisher: Midway

Developer: Midway Taking the MBA Jam Idea for one last the pace is pretty fast and the control is simple, but so are the graphics, and it lacks any interesting extres. Rating *****

NFL Blitz 2000 Publisher: Midway

Developer: Midway Althornth mouth; smade partiest this NBA Jam of football loses something on conside. The controls don't translate well, and the added smale-Rating: ***** (NG II/99)

Nightmare Créatures II

Developer: Kalisto An effectively energy atmosphere and beisted story can't save this mindnumbers third-person beat-fem-up. The fights are all button mashing, and the puzzles are as brain-deed as its Rating: **** (NG 07/00)

Pen Pen TritceLon Publisher: Infogrames

Developer: General Ent. Co. Race some "wacky" characts around on ice. That's about it, it's neither especially exoting nor particularly

Dreamcast: The First Anniversary Previews

Ready 2 Rumble

bonne and makes a so-so multiplass rame, Yawn ... what were we saving Racing ***** (NG 01/99)

Plasma Sword Publisher: Capcom

Ocycloper: Caprove The sequel to Star Gladator, Plasma Sward offers 22 Setters, but this arcade port with no extras still manages to be about the blandest 3D fighting game in years. Rating: ***** (NG 03/00)

Psychic Force 2012 Publisher: Acclair Oeveloper: Taito

This zero-production-value brawler but arried the awful miduair fighting of crime against humanity: Avoid. (NG 01/00) Rating *****

We've never heard of a football title with a "catch" button before, and OSC 2000 shows why: It's practically unplayable. Even if you ignore that game-killing gaffe, it's still unpliquable Rating: +9999



Publisher: Ubi Soft Orvelaper: Ubi Saft ■ Possibly the best-looking 3D a bean perfect sense of page and balance, and gentle humor make this a game with something for everyone

Rating ****

boxing game since Pusch-Out; this combination of funity character designs (MC 02/00) guaranteed to liven up any parts Rating **** (NC II/99) Re-Volt

Publisher: Midway

eloper: Midway

■ The most enjoyable arcade-style



Ocycloper: Accisim Stur A surprishely peppy little racine game featuring radio-controlled tox cars. Re-Volt offers an interesting collection of courses and a large, wellbalanced selection of trry vehicles Rating **** (NG 03/00)

Sega GT Easily the best racing game for the system, this even challenges Gran Turismo as the best console racer ever Glossy cars, tons of options, and dead-on control make this a must-have



Samba de Amigo

The latest in rhythm/action gameplay comes in the form of shaking two maracas to the beat of the music. Anyone can learn, only the best will master it, and everyone will love it. The ultimate party game. Rating: **** (NG 08/00)

Rippin' Riders er: Segs

Oevelopen: UEP Systems The first snowboarding game for Dreamcast is basically a more UEP's Cool Boarders — the first mowhoarder some for PlarSome tactor: *****

Roadsters Publisher: Titus Oevelopen Player I Although pretty this racing game is ultimately done in by a lame physics model and the unoredictable nature of hazards on the tracks. The bullving

ONG 07 (00)

opponent Al makes it even worse Sega Bass Fishing

Publisher: Sera Oeveloper: Sega The most hideously commulate Well, wis Amone can pick it up, but once you're lured in it's just about impossible to put down Be sure you buy the fishing controller too Rating: **** (NG 09/99)

Sega Rally 2 Publisher: Sega Oeveloper: Sega/AM 2 Some racing games aren't exactly introded to be fun. Sees Rully 7 is for those who demand the ultimate chall lenge, then masochistically go about satisfying a need they barely understand it's not a game, it's a mountain

Rating: ***00

Sega Sports NBA 2K whole lot better than it was. Rating *****

Publisher: Sega Orveloper: Visual Concrete Easily the best looking basisetbell game ever, it's also one of the best of around, blending an approachable serarle feel with a wealth of sim options. It's just a glitch sty of perfect.
Ration: ****** (NG 01 (00) Rating ****

Sega Sports NFL 2K



Oeveloper: Visual Concepts football came wit only a few moon effiches (tike a poorly concerved) running game) keep this from five stars. A Dreamcest must-have. Racing: **** (NG 10/99)

Sega Sports NHL 2K Publisher: Sega Orveloper: Black Box Dreamcast's fledging pro hockey game isn't bad. It plays well but was simply missing too many features, last maje Withham he Rathe **** (NG 04/00)

Seventh Cross Evolution Publisher: NtC Oewelopen UFO Interactive This odd, action/stratery title lets you harvest DNA and mutate an evolving creature in all londs of strange ways, but the lethargic pace and eye-gouging bad graphics just and few away

Racing + + 222 Shadowman ■ While the N64 version was awful, this 3D action game featuring a Voodoo-empowered hero is an improvement on Dreamcast, with much better graphics and bighter control. It still doesn't guite live up to its original promise, but it's definitely a

(NG 03/00)

Slave Zero Publisher Inforcames Orwigger: Accolade The controls are too complex, and the merh you pilot lumbers along with a strange rhythm, but this thirdperson action same is fun and additive fivou stick with it (NG 01/00) Ratine: *****



Publisher: Sega Oeveloper: Sena We can't imagine anothing more unflappably hip than this '60s-retro,

PaSappa-style, rhythm/action game Follow the curvaceous Lifela while she dances her way through an alien Rating: **** (NG 08/00)



Publisher: Ubl Soft Developer: Libi Soft One of the better racers in Dreamcast's early days, this offered fine graphics and long, raily-style tracks with obstacles that changed each lap. More than worth a look Rating **** CASC OF IDEA

Sonic Adventure



Publisher: Sega Oeveloper: Sega Hampered only slightly by moments game in years is ultimately still a treat fast fundus 3D action and a metric

ton of cool mini-games Ratingeness (NG 10/99) Soul Fighter Publisher: Red Orb

Oeveloper: Toka A sadly uninspired beat-tem-up that also suffers from the worst, most wild ly spiraline and out-of-control camera we've ever seen it's nausea-inducing. even if you don't get dizzy. Retinereggg (NG 03/00)

Star Wars Episode One: Racer Publishen LucasArts Orgeloper: LucasArts

Sadiv, this eas't any better on Dreamcast than any other system. In models same textures same vacuely passible action Rating*****

Suzuki Alstare Extreme Racino

Publisher: Ubi Soft rmss-country motorowie racing title.

 Don't even waste your time with this. The physics engine is rudimentary, the control is static, and the paltry selection of tracks are all dull, dull, dull Rating: +0000 (NG 12/99)

Sword of the Berserk: Gut's Rage

Publisher: Elder Developer: Yukes Some of the best (and bloodest) ecaptics to we bit the sestem nearly make up for standard best-rem-up sameplay and a needlessly convoluted story However If you love long cut scenes, you'll love this game.

Rating: ***** **Tech Romancer** Publisher: Cancon

Developer: Capcom Tet another Capcom brawler this time featuring massive, anime-style mechs. As such, it's pretty straightforward, but the typically goofy, over-the-top Japanese atmosphere perks it up considerably. (NG 06/00)

Tee Off Golf

Developer: Bottom Up I just lenore the ble-headed characters. and cutesy trappings. Take our word for it, this is actually a trighty playable, if simple golf game and would doubtless please any fan of the "sport." Rating: ****

Test Drive 6

Publisher: Infogrames Developer: Accolade Although it offers dozens of mal cars and some mildly attractive European locations, Test Drive 6 is too arcady for sim fans and too long and meandering for arcade racers. Rating: *****

Time Stalkers

Publisher: Sega Developer: Climax This pretty RPG is ultimately done in

by its simplistic, randomly generated dungeons, generic storyline, and uneneasing characters. Not even its "metoo" monster breeding mini-games Rating: **** (NG 05/00)

TNN Motorspo Hardcore Heat Publisher: ASC

Developer: CSK This lacks the one thing every racing game needs a sense of speed Despite a decent frame rate, this off-road racer crowls at a snaf's pace, with very little Rating: ++000

Tokyo Extreme Racer en Crave Developer: Genki

 While this hinges on a different kind of racing dynamic — street racing on the highway rather than a "sanctioned" track - the phreads model is only adeage, and the one track isn't enou Rating: www. (NIC 09/00)

Tom Clancy's Rainbow Six

Publisher: Majesco Developer: Pipe Dream One of the best first-person shooters/strategy games ever made protes on Dreampast in a seamless (though not multiplayer) port. Leading an anti-terrorist squad was never this

(NG 08/00) Tomb Raider: The Last Revelation

Developer: Core I are's passable fourth outline is ren-

Soul Calibur

Who would have though that a year later, this is still the most graphically impressive game around. That it also happens to be a deep, weapons-based fighting game with a ton of single-player extras (a Namco hallmark) makes it the ultimate must-have. 100 11/99)

(NG 05/80)

(NG 12/99)

Dreamcast version, a sloppy port full of

choose problems, unpredictable frame

rates, and ugly graphics. Yuck.

Toy Commander

Publisher: Sega Developer: No Cliché

fun, and addictive.

TrickStyle

Developer: Criterion

Ratingseess

This totally unique action title pits

you and your toy cars, boats, planes.

have taken over the house, it's weird,

A rocket-powered skateboard rading

and tanks against the ewi toys that

Ratingrances



graphics are pretty but ultimately the then level of difficulty and needlessly

(NG II/99) Vigilante 8: Second Offense

Even if you overlook the utterly sloppy control, the poor collision detection, and the bland, washed out combat carne Rating aways

graphics, this is still a pretty average car-(NG 03/00) Virtua Fighter 3tb



Publisher: Sega **Developer: Segs AM2** Although the three-year-old graphics are a definite letdown, W3tb still fighting game engine ever devised. To the dedicated fighting game purist, this remains the pinnacle of a series that

Rating + + + + 0 (NG 12/99) Virtua Striker 2000

Develoner: Seza It may look good, but a spectacularly bad, frustrating control scheme turns this soccer title into an exercise in

Rating: ***** ONG 04/003

Virtual On Oratorio Tangram weloper: Sega This amazing game of one-on-one mech combat has to be seen to be believed, but it's really only playable if

expensive, dual stick controllers. Unfortunately the default Dreamcast Rating: ***** Wetrix+

Publisher: Xicat Inters Developer: Zed Two A better-looking (and thanks to

more defined 3D shadows, it's also a slightly better-playing) version of the drippens-wet puzzle same you can find

for every other system Wild Metal Publisher: Rodutar Games

Developer: DMA Designs The graphics in this tank name aren't pretty, but the gameplay requires a bit more thought than the usual twitch response the genre is known for Not great, but it has its rewards ONG DAIRD

Worms: Armageddon Publisher: Hasbro Developer; Team 17 If a turn-based puzzle game in which small armies of worms blow each other up sounds odd, you don't know through - trust us

Rating ****

the half of it. It's surprisingly addictive **WWF Attitude**

Developer: Accisim Tet another Throw a PlayStation game on Dreamcast with no improve

ments" port, this wrestling title is esperially offensive since the PlayStation version was so lame to begin with. Rating: x0000 (NG 02/00)

Zombie Revenge

Rating: *****

Publisher: Sega Developer: Sera There's nothing especially wrong with this undead-tinged beat-em-up other than it offers nothing new and only tests a nattry four hours or so it's arguably worth a rental, but it's just not worth a permanent spot on your shelf





Ever felt like the whole world was against you? You're about to experience déjà vu.



ALL THE TOP SUVS AND TRUCKS FROM LEADING MANUFACTURERS TO CUSTOMIZE • 16 MERCILESS OFF-ROAD COURSES, EACH WITH THEIR OWN ACTIVE ENVIRONMENT, MUSIC SCORE,









AND DIFFICULTY • GO ANYWHERE GAMEPLAY — ND PREDETERMINED TRACK • ACCURATE PHYSICS, PHOTO-REALISTIC GRAPHICS, AND UNFORGIVING ARTIFICIAL INTELLIGENCE.



Operation of the contract o What's in Development?

The following alphabetized list represents every known Dreamcast game in production. Some are still in the planning stages, but the next eight pages paint an overall picture as to what's coming next for Dreamcast. Is it enough to keep the system alive? You be the judge



veloper: Crystal Dyna Release Date: November Here's one for the kids - a 3D adventure iplatformer featuring Disney's over-expanding spotted broad like the film the plot will involve rescung captive critters while avoiding Cruella Deville.

ne Component: None 18 Wheeler American Pro Trucker



lease Date: Sept III Imagine Crazy Taxi with fully loaded seme-trucks. Take cargoes across the country dodging cops, traffic, and rival truck drivers while trying not to cause too much incidental damage.

4x4 Evolution



Publisher: Gatherine of Developers Developer: Terminal Reality Release Date: September From the developers of Microsoft's Monster Truck Madness I & 2 comes this off-road sim. At press time the frame rate was a bit dunky, but it does offer online, four-player racing to four placers



Release Date: Augs This fight swis focus on malism more than any other console flight game. Now, instead of just flying stunts (like in the last game) you will be required to fly combat missions with



 Unannounced as of press time, not much is known about this horror game, other than it will be brought to Alone in the Clark. We have high expectations for this one.



Belease Date: Fall 2000 # One of the most soic real-time strategy games ever made arrives on

Alien Front Online



object two feams aminst each other in a battle to the death. The game even e Component Multiplian

Alien Resurrection



ne Component None

Publisher: Infogrames Developer: Derivando Release Date- Winter 2000 The original third-person, surpholfocus on the player's flashlight, it both often the only way to Burnotte your path and discover important objects. ne Component None

Arcetera: Dark Brotherhood



Developer: Westka Entertainment Release Date: November This proventially highly commonly 30 adventure title boasts a non-linear story and extremely intelligent NPCs If it live up to its promises, it could be a dine Component: None

Armada 2



Release Date: Novembe # I fer its candecessor this top-down space shooter combines RPG aspects with fast space combit, and is similar in flavor to Gauntlet Incredibly, Metro 3D promises to enable coopertative online play with players using the PS2



Developer Sanoble Release Date: October In theory this should be a minimize plastic soldiers fight to control the



Developer: Climix Release Date: October The model above may be the only non-shagadelic sounding kirt races now on indefinite hold, ladger by the creepy little nuy above, we can't help but think that's a good thing

Baldur's Gate



Publisher: Seco. ■ While this port of the PC's AD&D isometric RPG was one of the original colling titles appropried for Description polithur Sega or leternizy (the published of the oneign) would confirm if in fact

our finants conssed

it is still in development, We're keeping **Bang! Gunship Elite**



More of a straightforward space features some of the hest special effects seen in this type of game

Bangai-O



Release Date: Full 2000 Plot a robot in this chaotic free fiving 2D bisster, it's one of the best shooters ever created - which makes sense because it's from Yreisure, creators of Radiant Silvergun and Gunstar Heroes for Genesis.

Black and White



Publisher: Sega Developer: Lie Rolease date: Q1 2001 # A god sim that places you in charge of a tribe, you must grow to defeat other gods. At your service is your aveter - a monster that you nurture from infancy to become good or evil. Online Component: Play and chat

online



Publisher: Fox Interactive Developer: The Collective Release Date: 2001 Explore the dark corridors of vampiric menace using a wide variety of kicks, punches, and, of course, stake stabbing

Online Component: TRA Caesar's Palace 2000



Developer: RuneCraft Release Date: July Get your Vegas for without losing your start. Featuring bladgack, roulette, craps, leno, and several different vaneties of poker, with odds verified by William Bertram, Ph.D. ne Component: None

Cannon Spike



Publisher: Capcom Release Date: September II in this action packed shooter players use popular Capcom characters like Megaman and Cammy to blast robots from a top-down perspective.

Chakan



Publisher: TBA Developer: AndN Release Date: TBA II Control the undead swordsman of Genesis fame in 3D. While a few wily reporters have spotted this same, it still has no formal relase date and, in fact, hasn't even Online Commonent: TBA



Publisher: Sega Developer: Warp Release Date: August This horror adventure same places you in the shoes of Laura, a woman stranded to the mountains surrounded

ine Component: None Dark Angel



Publisher: Metro 3D Developer: Metro 3D Release Date: October This action RPG places you in the role of a woman who must face down vampires and other nesties in her quest to save her village from a miste nous plague.
Online Component: None

Dave Mirra Freestyle BMX



Publisher Acctains Developer: Z-Axis Release Date: November A two-wheeled variant on Tors Hawk's Pro Skater, this title features courses geared toward dirt, street, or vert riders, upgradeable cycles, and real, interactive corporate sponsors. ent: None

Deer Avenger 3D



Dev: Simon and Schuster Interactive Release Date: TBA Take on the role of a deer and hand down the hunters. Oh box sast what console need - parody games, (Who ent: Noon

olition Racer:



Publisher: Infogrames Developer: Pitbull Synd Release Date: September Fans of the PlayStation's Destruction Derby series will love this title, as it. later" style of symeolay. Ten of the 16 trades are Dreamcast exclusives Online Component: None

Denis the Kangaroo



Developer: X-Ray Interactive Release Date: TBA Still early, this platformer's main character is a kangaroo who, it seems, snowhoards, hang glides over lava, plicts both a spaceship and a speedboat, lamps rope, and of course, nches things Online Component: None

Dino Crisis



Release Date: TRA Originally done for PlayStation, this survival horror game from the creators

of Resident Ewi has you low on ammo and trapped on an Island filled with bloodthristy chossum. Online Component: Non Dinosaur



Release Date: December A 3D action-platform game based on the Disney movie, this should be out lust in time for millions of kids to scream about how much they want it Ine Component: None

sney/Pixar's izz Lightyea Star Comm



Publisher: Activision (PSX screen) Developer: Traveller's Tale Release Date: Fall 2000 Not to be confused with the Toy Story 2 same, this one is based upon the upcoming cartoon of the same name. In which Burz continues his struggle against the forces of Emperor Zurg

ne Component: None Dogs of War



Publisher: Talonsoft Developer: Silicon Dreams Release Date: TBA A sci-fi, 3D tactical action-strategy game (read: RTS) in which you command a force of up to 100 units. chosen from a selection of just over 30 different types. Online Component: TIIA

Dragonriders: Chronicles of Pern



Developer: Uhi Soft Release Date: September Based on the novels of Arme McCaffrey this 3D action-adventure

puts you in the role of Bronze Drazonrider Diknot searching for the reason other dragonriders are dying. Looks cook



Developer: Zeth Release Date: TRA This Disks of Tron inspired sci-1 battle game looks race, but has yet to

be announced by any domestic oublishers. tine Compon ent: Multiplayer



Developer: ATD Release Date: Winter 2000 ■ Devoted solely to Ducati motorcycles (Europe's answer to Harley Davidson), this simulation will various models from throughout the company's 50-year history. Online Component: None

Ecco the Dolphin: Defender of the Future



Developer: Appaloosa interactive Release Date: August

Maneuver Ecco through beautiful 3D underwater worlds, fighting off sharks and other deep water horrors as you try to save the world from chaos. tine Component: None

Dreamcast: The First Anniversary Previews



Publisher: Accisim Developer: Acclaim ase Date: Octobe

 Not much is known about this ning title, save that it comes from the same publisher as the abysmal ECW Hardcore Bryotation and it needs to be a whole lot better

ESPN Internation



Release Date: TRA Konami invented the arcade-style track and field game, and continues to nnovate in the genre. Expect to see real Olympic athletes when the game arrives on next generation hardware. ent: Worldwide ranking for all events

ESPN NBA 2Night



series faltered over the years, this one's from an entirely new team, and features commentary by Brent **Husberger and Stuart Scott** Commonent: None

Evil Dead: Hail to the King



Publisher: THQ Developer: Heavy Iron Release Date: October In a new adventure based on Sam Raim's film senes, the onginal chainsaw-armed, boom-stick wielding, one-liner spewing bad-ass makes his first annearance in a third-nerson horror title. Actor Bruce Campbell even shows up for the voiceover

Evil Twin: Cyprien's Chronicles

Floigan Brothers

Publisher: Sega

case Date; TRA

since been in hiding

Publisher: TBA

Release Date: TBA

Developer: Promethean

single and multiplayer modes.

Somewhere between Rampart and

Worms lies Fortnis, a 2D action puzzle

game with a medieval setting featuring

Component: Multiplayer

This 3D platformer features two

main characters that must be used in

consunction to solve the same's many

puzzles. This one was originally shown

before Dreamcast bunched, but has

Developer: Vis



Publisher: Ubi Soft eveloper: In Utero Release Date: November A bizarre, fully 3D action-advents starring Cyprion, who, trapped in a strange alternate universe, can call on the powers of his "evil twin" Super

Cyprien when he gets in trouble. ne Component: None



Publisher: Sera Developer: Sega Release Date: TBA While this sports tide hasn't yet been announced for the US, what we've seen of this title is promising with events such as hang gliding and

snowboarding ne Component: TIV

Publisher: Ubi Soft

Developer Uhi Soft

the sport available

Developer: Sess (AM2)

Release Date: September

"Yu Suzuki's latest rifk to arcades is

simulation masquerading as a racing

vehicle tweaking elements and split-

ne Component: High-score

actually an increditivy deep Ferran

game. The home version will add

screen head to head racing.

Release Date: September

■ Don't let the title throw you — it's

official tracks, conditions and beams

from the '99 fil season. This promises

to be one of the most detailed sims of

called "99" because it uses all the

ine Component: None



Release Date: September Here's the latest 3D take on an established classic, complete with 26 levels over seven worlds, super moves. and an arch-villainous crocodile named



Developer: Confounding Factor Release Date: Summer 2001 From the original designers of Tomb Raider comes this third-person actionadventure set on the high seas. After all, who doesn't want to be a pwate? se Component: None

Gold and Glory: The Road to Fl Dorado



Publisher: Ubi Soft Developer: Revolution Belevis Date: November II A 3D adventure game based on the animated movie doesn't sound too exciting but if nothing else, the game Jooks guite pretty. We'll reserve Judgement until we can play it.

GorkaMorka



Publisher: Ripcord Developer: Real Sports Beleven Date: November ■ The post-apocalvotic vehicular com but genre gets a tweak with this title, in

both the driver and a turnet gunner. ne Component: Head to head play cooperative play



Publisher: Ubi Soft Developer: Game Art Release Date: Q4 2000 Game Arts has a reputation for charming stories, and promises a larger more mature adventure for this seque to one of the most beloved RPGs for Saturn (yes, Saturn). We can't wait



Publisher: Capcom Developer: Psikyo Release Date: August This vertically scrolling shooter doesn't really promise much more then frecetic action and lots of explosions. If that's what you're looking for this is your game. ne Component: None

Half Life



Developer: Capti Release Date: August With a whole new level to explo and improved player models and lighting, this port of the serroral sci-fi PC first person shooter could get a

whole new lease on life with Dreamcast. Online Component: Multiplywr Headhunter



Publisher: Sega Release Date: 2006 III This game is still early (movies of both 3D action and motorcycle driving were shown privately at E30 but it looks great and should be one of the better Dreamcast titles for 2001 Online Component: TVA

Heroes of Might and Magic III



Publisher: Util Soft Developer: 3DO Release Date: September This classic medieval strategy gar

one of the best ever on PC, heads for Dreamcast. Sadly the game will luck the much-deserved multiplayer online Online Commonent: None

Hidden & Dangerous



Developer: Husion Soft Release Date: July 3I
Ported from the PC, this squadbased tactical combat game boasts a roster of 60 selectable soldiers, who must accomplish 23 missions set during WWI.

Hovie® Casino Games

Publisher: Sierra Developer: Sierra Release Date: November

An adaptation of the PC game Hovie for Dreamcast features eight Las Vegas Style games including Blackjack, polar, Par-Gow Poles, Craps, Roulette, nline Component: None

Hydrosport Racing



ner Promet Release Date: 2000 # This book racing game is hoping to elevate the serve to the level of Gran Turismo or Metropolis Street Rectr. The early versions look promising but it's still too narly to tell

nline Com



(DC censos) Developer: Ubi Soft Release Date: TBA While no official announcement had been made at press time. Ubi will very likely nort this sympleted. Zelds.esymp juridie title to a Dreamcast near you. ent: TIVA

IHRA Drag racing



Developer: Bethesda Release Date: Fall 2000 Modify your car, paint it, and take it out on the drag strip in this hard-core



Publisher: Sega Developer: Climax Release Date: Novem brings us a horror game where you have to survive a trip through a househed house to use a million dollars. Over 1500 terrifore Shork events" are promised inside, so it could be a scary ride.

Online Component: None Independence War 2: The Edge of Chaos



Publisher: Infogrames (PC screen) Developer: Particle Systems Release Date: Q1 2001 The original Andependence Warwas praised for its realistic flight physics and creative mission design, so we expect great things from this story driven space combat simulation.

line Component: TBA ledi Power Battles



hone this uncoming werson is better. Jeremy McGrat Supercross 200



Release Date: luly Dirt bee enthusiasts should love this tide, which features sixteen courses (eight each indoor and out), a track editor, twentrable bites and rosters, and alternate game modes like free-name and stant competition.

let Grind Radio



Publisher: Sega Developer: Sega Release Date: October This street skating game has a graphical style second-to-none and the tricle-pulling, spray-painting, police avoiding gameplay is both unique and addictive (See Import review, pg. 191) Unload Download tass

KISS Psycho Circus: The Nightmare Child



Online Component: Full deathmatch and co-operative play. Legend of the Blade Masters

TOTAL SHARE

Publisher: Ripcord Games Developer: Ronin Entertals Release Date: September 27 A third-person RFG that seeks to combine the look and majesty of Zelda aspects of Gauntlet Legends and Dusbio. nine Component: Head-to-head

and competitive play. M.O.U.T. 2025



Publisher: Ripcord Developer: Zombie Runecraft Release Date: November # A Rainbow Six styled first person shooter with an anti-terrorist theme. this title's slightly futuristic setting lends itself to creative weapon designs The Component: Multiplayer for up to 8 players

Magic: The Gathering



Developer: Seg Release Date: TRA # This faithful recreation of the

popular-with-geeks trading card game will armin on Dreamcast complete with a smole player adventure, the bility to trade cards via VMLI and online head-to-head battles Online Component: Hultiplayer **Marine Fishing**



Publisher: Sess Developer Sem Release Date: Sentember This one takes the sameplay of Sessi Bass Fishing to deeper ocean waters where the fish are much begger Expect the game to retain the same addictive quality as its predecessor

Matt Hoffman's Pro BMX



Publisher: Activision (PSX screen) Developer: Runecraft Release Date: Fall 2000 This freestyle BMX stund competition, is not unlike Torry Hawk's Pro Skater, with eight playable bikers, customizable bikes, and Hawlelike niine Component: None

Max Steel



Developer: Treyarch Release Date: December fassed on the CG an mation series this third-person action game pits Max against the minions of DREAD, who are bent on turning the world into mindless zombies (could be a little late for that.). Inn Component: None

Messiah



Developer: Shire Release Date: TBA # This third-person PC port isn't announced yet, but we suspect it will tubby, rosy-cheeked, mind controlling helpless had ones.



Developen Ritrarge Creations Release Date: October ■ This street racing game has been a long time coming, But if the latest screens are any indication, it will still live up to the twoe of being the most realistic locking arcade recer on the

Online Component: None Midway's Greatest Arcade Hits Volume 2



Dev: Midway Release Date: September Featuring Spy Hunter, Root Beer Tupper, Jount 2, Moon Patrol, Solati and Blaster No word on what's filing out the other 999.5MB on the disc. Online Component: None



Publisher: UFO Interactive Developer: NEC Release Date: Fall 2000 # The name says it all — this is a game where you bread monsters to fight. Other than that, nobody's saying anything yet.

Dreamcast: The First Anniversary Previews



Publisher: Namco (PC screen) Developer: Names Release Date: Detober 190 mazes and "a myriad" of puzzles, plus multiplayer options like "Ghost Tae," which enables one player to be Ms Pac-Man, while the others play

MTV Sports: Skateboarding



Publisher: THO Developer: Dark Black Release Date: August While Tony Hawk is nowhere in soft, this same does feature 30 other skaters, 40 levels, and some interesting play modes like Deathmatch, Time Battle, and the cryptically titled "MTV Hunt"



Publisher: Namco (Arcade screen) Daveloper: Namco Release Date: September They don't get much more classic than this: Pac Man, Ms Pac Man. Galans, Galaxian, Poln Position, and last

but certainly not least. Dig Dug. nent: None



m - 1 Publisher: Sega Developer: Visual Concepts ease Date: October III This sequel to the highly rated A&A 2K basketball franchise includes morowed Al. better animation and head-to-head online play via SegaNet Online Component: Head-to-head

NBA Hoopz



Pub. Hidway (Artist's Conception) Developer: Midway Release Date: January 2001 needs another next generation NSA

form, but if it's twended the way dikte 2007 looks like it's going to be, it could be worth checking out. line Component: Non

NFL 2K1



Developer: Visual Concept Release Date: September Sega's premiere football franchise interface, some new moves as well and ent: Head to head

NFL Blitz 2001

Publisher: Midway Developer: Avalanche lease Date: September # Arcade-style football gets a mass graphic facelift, All tweaks (especial) on offense), and a plethors of other new features in its second Dreamcast outing - which might make you forget the so-so Altz 2000

NFL Quarterback Club 2001



Developer: Acclaim/High Voltage se Date: August # While last year was a rough one for this franchise, Acclaim is promising sweeping improvements this year including a solid framerate, teamspecific playbooks, an improved AL ne Commontes: Noos

Outrigger Publisher: Sega

Developer: Segr Release date: Q4 2000 This multiplayer third and first person arena deathmatch arcade gone in the accade, but with 4 player solit screen and online play it will rock at home. nline C onent: Multiplayer

Developer Bethesd Release Date: October Grab your tra-color shoes - finally technology exists that can create a realistic bowing game (We know you're releved) This one features skeletally arimated bowlers, lanes that show signs of wear and teac and accurate ball and pro physics.



Publisher: Uhi Soft Developer: MASA Release Date: November One of the most ambitious real-time strategy games ever devised, Peacemakers combines not only military campages but political

Online Component: Multiplayer number of opponents TBA



Publisher: Segu Developer: Sonic Team Release Date: Early 2004 This online RPG enables players from around the world to group together and first off evil to resture. While details are scarce, the demo shown at E3 was Dine Component: Multiplayer



Publisher: TBA Developer: Pro Release Date: Fall 2001 You are an elite art thief and you must race opponents through highly guarded museums in order to steal the Online Component: The

Planet of the Apes

Publisher: Fox Interactive Demioper: Visiware Studios Release Date: 2008 outs you in the shoes of an astronaut who has crash landed on the planet of sneaking as free says there will be an emohasis on stealthy samenby

None Component: None



Developer: Ubi Soft Remark Rolease Date: September Racing around ten different tracks in a vehicle that slowly mutates sounds a little odd, but stranger things have been known to be fun. Online Component: Multipliyer, number of apponents TBA

Polaris SnoCross



Publisher: Vatical Entertainment Developer: Vicarious Visions Rolease Date: TBA Little is known about this snowmobile race; but the N64 version in concurrent development features 10 courses and a variety of terrains including powder packed snow, mud ne Component: TRA

Prince of Persia: Arabian Nights



Developer: Avalanche Soft Release Date: November A port of the PC title Prince of Persia 3D, this therd-person action adventure follows the Prince as he puzzles through H massive levels ine Component: None

Pro Surfing



Publisher: Mattel Developer Krome Release Date: November Featuring real pro surfers and 10 heartes with varying hearts the crairl were well be the first surface title since. California Games to capture the

essence of the sport. Online Component: None



Publisher: Maiesco Developer: Plac Dream interactive Release Date: October A 3D update to the cube-hopping classic. Now, the environments are much bigger and more complex, but you still must change all the blocks to the correct color in order to best the

level Darrn that Colly



Publisher: Sega

Rolease Date: September The Dreamcast port of this well known first person shooter deathmatch game not only looks as good as the PC-based original but enables DC players to go up against their PC coun-Online Component: Multiplayer

Quark

Publisher: TBA



Dave Quantic Deep Release Date: 2001 # An action adverture same that takes place between two worlds - one fantasy and one industrial (See preview, page 44)

Railroad Tycoon 2

sher: Gathering Of Develo eloner: Tremor Release Date: Aumost Con of the most interesting and deep strategy games ever devised, the premise is to build the most profitable rail company on the planet during the day of train construction in the 1800s. It's cooler than you'd think. Online Component: Head-to-head

competition



Release Date: November Michaely brings back its troupe of wacky puglists. This time, with 24 boxers and three levels of "Rumble." (See cover story page 68)

Red Dog



Developer: Argon Release Date: TRA Elternally in development, this title has resolved into a single/multiplayer auto combat game featuring vehicles roughly resembling the offspring of an M-1 tank and Reform nent: TNA ne Commo



Day Asmily Are Entertain Release Date: August Currently in need of some optimization, this interesting thirdperson survival horror title chronicles one woman's efforts to combat a computer virus that is destroyene the human race.

Rogue Spear



Developer: Pipe Dream Interactive Release Date: October This sequel to the resiliatic Tom Clancy based FPS Rainbow Six features more weapons, better Al. loads of new missions and best of all - multiplayer. ne Component: TEA

well Conspiracies: ns Myths and

Developer: Climax Release Date: November This third-person action game is based on the cartoon of the same name. Hostile aliens have taken up residence on earth posing as vampires and other mythological creatures. Your

job: take 'em out.

Rush 2049



Publisher: Midway Developer: Midway West This classic series just keeps getting twent With more elaborate shortcuts and an amazing sense of speed, 2049 also features a hattle morie that's worth the price alone fine Component: None

Sanity- Aiken's Artifact



Pub: Fox Interactive (PC screen) Developer: Monlith Release Date: 2001 in the future, humans develop Paperics and a group of malevolent their powers to destroy humankind. In this top-down. 3D-action stame, you must use your powers for good, and destroy all that occose you

Shenmue

Bubbber Sees Developen AM2 Release Date: November This epic adventure represents the state of the art in Dreamcast visuals. You play Ryo as he searches for the man who killed his father in a quest that spans both lapan and China. Online Component: Mini-game

Sierra Sports Game Room



Publishen Sierra Developer: Sterra Release Date: November # Pinball, Pool, Darts, Table Hockey Shuffeboard, and Fing Fong make up this collection of casual games which can be played by both casual and hardcore gamers, against either Al opponents or over the internet.

ment: Multiplayer Silent Scope



Publisher: Konami All the thrill of being an anti-terrorist stiper, without actually having to shoot someone. Although the graphics are service numbers it reasoning to be read how well this will adapt to D-pad Online Component: None



Developer: Spiral House Release Date: June A PC port that should be in the stores by the time you read this. Silver is basically a Final Fontage this RPC. with an arrade, style hattle engine

Skies of Arcadia

Publisher: Segu Release Date: O4 2000 This is Sega's big RPG release this year Featuring arribips, pirates, romance, and strange new worlds to explore, the beautiful graphics are only the iding on what is sure to be a very

deep cake

o-Cross



Publisher: Crave Developer: UDS Release Date: No This snowmobile racing game features licensed vehicles, a realistiphysics model, and an easy to use track editor for nearly infinite replayability



Publisher: Capcom Developer: Capcom Release Date: Winter 2000 The fighting game that fans have been waiting for Match up SNK's finest fighters against Capcom's elite warriors and see who really is the best. Time Con



Publisher: Crave Developer: RuneCraft Belease Date: Newern shooter comes to Desamcast intact. As out termines with a wide variety of different weapons and faction nine Component: Multiplayer

Sonic Adventure 2



Publisher: Sega Developer: Sonk Team Release Date: O1 200 This title is still shrouded in secrec. except for the few screens that have been released. It is known, however, that at least part of this high-speed 3D platformer will take place in San-Sine Component: TM

Sonic Shuffle



Developer: Sonic Team Release Date: November ■ This Mario Party type game featuring Sonic and his loveable pals should appeare Segs owners looking for mini-games (there are around 50) and an easy to use multiplayer game experience. Online Component: Multiplayer

Soul Reaver 2



Publisher: Bidos Developer: Crystal Dyna Release Date: March 2001 Expanding on the story and thirdperson action established in Legacy of Online Component: None

Dreamcast: The First Anniversary Previews



Release Date: October Control Spawn and a host of other comic book heroes and villains and fight it out arena style. The final game will feature a four-player split screen mode, but online is still up in the air

ne Component: TPA Spec Ops: Omega Squad



Publisher: Ripcord Release Date: August 27 III A stealth-oriented, Rainbow-Six style tactical strategy title where you control a team of up to four Green Berets. through over 30 missions.

Component: None Speed Devils 2

Pub: Ubi Soft (Speed Devik screen) Developer: Ubi Soft Release Date: TBA This sequel to last year's Speed Down jan't impounced yet, but you should soon be granted a second chance to avoid tomadoes, King Kong.

and other natural disasters, in the name of racing. sine Component: TBA Star Trek: New Worlds



Publisher: Interplay (PC screen) Developer: Rupecraft Release Date: TBA Is anyone excited over a groundbased Star Trek RTS stief Control Klingon, Romulan, or Federation units in your quest to destroy one another disressed by the inclinerous inhabitants. Live long and prosper. ne Component: TRA



Dublisher: LucarActs Rel. Date: Fall 2000 Winter 2001 Tet another licensed kart-racer - it will likely appeal to somebody some where. This one offers up eight gantheaded characters, including Darth

Online Component: TBA Starlancer

Publisher: Crave Release Date: October A space sim that plays like an updated Wing Commander with beautiful specescapes and a deep storyline that follows the action.

ne Component: Online Multiplay treet Fighter III: Third Strike



Davidoor: Capcom Release Date: September ■ The latest incamation of the Street Fighter Wisenes is the most beautiful fighting experience we've seen. Choose from 17 fighters this time and then battle it out all over the world. line Commonent: TBA

Stunt GP



Developer: Team 17 Release Date: Fall 2000 An RC racer similar to Re-Volt, but with an emphasis on over-the-top stunt performance, this game will boast 24 Imaginative tracks and 16 customizable vehicles.

Stupid Invaders

Dubliban Libi Soft

Developer Xilam Release Date: September # Don't know quite what to make of this 3D adventure, based on a cartoon called Space Goofs, except that it sure looks, well, goofy. Slapstick hijinks from France, where lerry Lewis is a god. Be-

sline Component: None Super Runabout: San Francisco Edition

Publisher: Interplay

Developeri Climas Release Date: Q3 2000 II Interplay picked up the rights to this import, which combines SF Rush style shortouts with Driver-influenced missions and a decidedly odd sense of

Online Component: None Sydney 2000



Publisher: Eldos Developer: ATD Release Date: August ■ Represent any of 32 countries in ID Olympic events. An optional career mode enables players to suide Olympic hopefuls through training and qualifying competitions

ine Component: None System Shock 2



Developer: Marina Games Release Date: November # This sci-fi thriller places you on a space station controlled by renegate Al. By keeping the ammo low and the thorse blob, the developers have elven this name some really scary moments. ent: Multiplayer



Publisher: Infograms Developer Helbourne House Release Date: Winter 2000 Coly the hardest-core racing fanatics will choose to race this 24-hour marathon in real time, but the option is there. So are compressed time modes, 10 tracks, and over 40 cars. Online Component; None

Test Drive V-Rally

Publisher: Infogrames Developer: Inforrames Sheffield

Release Date: July
This title is shooting for Segs Rafy 2s crown, boasting some 16 cars and tracks based in locales from Sweden to Australia. There's also a track editor for the creative-minded. Online Component: None

The Grinch



Publisher: Konami (PSX screen) Dev: Artificial Mind and Movement Release Date: November A combination of platform action. puzzles and mini-games enables you to "stop Christmas from coming" And you succeed it. this one skews kind of

The Mummy



Publisher: Konami Dev: Universal Interactive Rebellion Release Date: October A third person action-adventure title Mummy follows Rick: O'Connell Into the ancient City of the Bead to battle mummies of numerous shapes and iline Component: None

Tokyo Xtreme Racer 2

Release Date: September Tweek out your cars and then race other drivers all over the Tokyo highways. Much like the last game, the graphics are quite detailed, and it supports spit-screen racing



Publisher: Activision eloger: Trevarch Release Date: Fall 2000 The seguel to the definitive slate boarding game promises more of everything. More tricks, more skaters. more play modes, and lots more parks. since you can now build your own.

Online Component: None Toy Story 2



Publisher: Activision Developer: Traveller's Tale Release Date: June 30 your chance to priot Buzz Lightyear around But Al's Yoy Bern, Andy's bedroom, and a number of other locations from the film.

Online Com Ultimate Fighting



Publisher: Craw Daveloper: Anchor Release Date: September # Pick one of 22 real-life fighours or create your own for no-holds barred arms fights. LIFC closes a great job of blending many different firtuing styles into a unique fighting experience Online Component: None



Publisher: Ubi Soft

A third-person action game based on Fam Anderson's TV show, your job is to act as a bodyguard while staring at Pam's butt. This could either be cheesily cool, or a complete disaster.

(PSX screen)

ne Component: None Vanishing Point



Publisher Accisim weloper: Clockworks, Ltd Release Date: August An edectic collection of 32 which features a solid graphics engine that heavis an infinite draw distance. line Component: Rankings

Virtual Pool 3



Developer: Celeris Release Date: Q4 2000 The latest in what is arguably the

most realistic pool sim senes ever made, this time it features lessons and advice from WPBA star Jeanette "Black Widow* Lee. Online Component: Tournaments. worldwide ranking ladder, leagues,

spectator support Virtua Athlete 2K



ease Date: Fall 2000 In the tradition of Saturn's extravaganza. Compete alone or with time Component: Post scores



Developer; Crystal Dynam Release Date: July # If you have to have another kart racer (God help you), this one has the most nostalgic feel. Up to four Disney

Disney attractions like Pirates of the Caribbean and Space Mountain Online Component: None

per: Hypnotix, Inc Release Date: October 27 Egregious Phillin is your host in this Millionaire Up to four players can compete and there are over 750 questions. The loser earns a beating Online Component: None

World's Scariest Police Chases



Developer: Teerry Weeny Games lease Date: 2000 Play the police and chase criminals through huge virtual cities. Since this is based on the TV specials of the same same, expect lots of "TV style" extra like the use of an "eve in the slo" hell

Online Component: TBA Worms Pinball

lease Date: August

We'd make fun of this game if we weren't so damn intrigued by it. Besides recreating realistic pinball physics, Team 17 is formulating actual missions to enhance gameplays Online Component: TBA



Publisher: Titus (Box Art) Developer: Team II Release Date: Winter ■ This newest addition to the worms franchise adds the obligatory new weapons and strategies as well as

coine clay noment: Head-to-head **WWF Royal Rumble**

elease Date: August There are definitely better looking games out there, and there may even be better wresting games, but we'll forgive all that for the chance to whup some ass in a nine-man rocal numble tine Component: None

hence the trie

Dreamcast: The One Year Index

So how's Dreamcast doing after one year? Here's some quick figures compiled from our report.

with an online component: directly developed by Sega

(listed below) in the last year: ... Castlevania Resurrection (Konami) ESPN Baseball Tonight (Konami) Resh and Wire (Running With Scissors)



LOOKING AHEAD:

While there's certainly a similificant number of Dreamcast titles in the works for this fall, there's not too many with release dates beyond spring of 2004. We know Sega is





You'll need skill, endurance and a reliable blowhole.











Stay away from jellyfeln Remember to come up for air. Don't est but fish O'r you could die. Of course, a shark could still you too. On top of all that the occasi is no downward sprail and it's up to you to save it. Tough job, but you 'll signer it out You're the chosen one. The tay fish tallbough you're not a fish. I Too bad you can't you encount on Greenpasco. The world of the occasi mests on your dorsal fin.



ANAICHY



ROD VAN DAM

I will not conform to your rules

Not in the ring. Not out of it

The weak obey the law. I break it.

I do not believe in mercy.

I have become victorious by any means neces

By folding chair and kendo stick

By fire and tables.

I believe in creative weaponry.

I AM AN ANARCHIST!

FEATURING AN ALL-NEW PICK-UP-AND-PLAY CONTROL SYSTEM. THE ONLY WAY TO HANDLE ECW!

Over 60 hardcore anarchists! • Ousty Rhodes! Ehino! Justin Credible! New Jack! • New matches Including Table Metches, Backlot Browls on







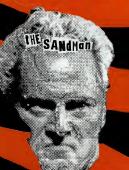












TOMMY DEFAMER



the bistering Brimstone Match! • Killer tracks from Dope and One Minute Silence! • 2-man commentary by Joey Styles & Joel Gortner!







Extreme Championship Wrestling. No rules. No limits. No pity.

⇒Finals

Some months are better than others, but this month is astounding - amazing games everywhere you look



Dreamcast er Magnetic Neo

reforce Racine





Deus Ex

Truly divine

Every once in a while a game comes along that restores the faith of even the most laded among us. And though in some ways it runs over the territory first explored by System Shock | & 2. Deus Ex is exactly that kind of game.

Put simply, this is a complete package. The story is involving, the dialog smartly written (if not always well delivered), and the game world itself is fully interactive and truly feels alive, in often startling ways. There are hundreds of NPCs to Interact with, and

every one seems to have their own

But most of all, the gameplay is But most of all, the gameplay is every bit as smart as the world. As a cybernetically enhanced agent of UNATCO, the United Nations Anti-Terrorist Coalition, your job (at least to begin with) is to track and eliminate the forces of the National Secessionist Front. The way you go about this, however, is completely open-ended. You have a selection of eleven skills, plus nine slots for additional "nano augmentations," or augs and depending on which skills and augs you decide to enhance, it will completely change the way you play

the game. You could, for example, choose the invisibility aug and lockpicking skills, then spend the game sneaking around. Or you could choose the targeting aug and upgrade your





The Ring Seaman Draconus: Cult of the Wyrm South Park Rally



○PlayStation Threads of Fate Armorines: Project Swarm Mr Oriller N.GEN Rading



₽PC Deus Ex Diable II **Ground Cont** MDKZ

ating System

Since we're fiving in a time when even average games are pretty good, we at Next Generation will continue to demand even better Note that a three-star rating is a typical "good" game, so expect to see a lot of them.

***** REVOLUTIONARY ++++ EXCELLENT **** GOOD **** FAIR

+ococ BAD Denotes a review of a Japanese product

turn Townske WHAT'S THE STORY?

One of Onus Ex's most notable features is its incredibly intricate iook author Sheldon J. Pacotti, Deux Ex pulls together just about every conspiracy theory of secret society of the last 1330 years, from the Blemheal to the Heng Kong Eriads and evil verrement plots at Area SI to the heroic French Underground. What's more, it actually ungs together pretty well, and despite the reported 10,000 lines of dialog, you're nower lost overloaded. Well done



gun skills to become a walking death machine. Either way is equally valid, and every single obstacle in the game has multiple ways it can be overcome truly astounding. And further, your actions have consequences. Although the general direction of the story is fairly linear,



112

this is true even about apparently trivial acts. For example, entering the woman's bathroom at UNATCO headquarters means that your boss gives you a verbal reprimand later. Shoot the wrong man during a mission, and you can be sure of a follow-up investigation into your conduct. It's this kind of constant response to things you do that make the game one of the most immersive, involving experiences ever.

Deus Ex was built using the original Unreal engine, and for the most part it looks excellent. The character animation is a little stiff, but the environments are rock solid, and while nearly all the settings are some kind of gritty urban sprawl, there's a fair amount of variety, from the dirty New York docks to the colorful markets of Hong Kong.

But the Unreal engine does bring some baggage: it really only runs well if you've got a 3Dfx-based accelerator and run this under Glide. Using Direct3D results in a choppy, unpre dictable frame rate (and even a few crashes). It's by no means unplayable but be forewarned the experience is less than ideal without a Voodoo card

That, however, is quite literally the only serious criticism you can level at Deus Ex. The controls and interface are smooth and highly intuitive, the world is immersive, and the game itself is huge — even if you ignore the secondary quests and goals that pop up continually, you can be assured of 30-40 hours of playtime before you hit one of three, completely different yet totally logical endings. - Jeff Lundrigon

ElNextGen * * * * *

Bottom Line: This is hands-down one of the best PC games ever made. Stop reading and go get yours now.



Ragnarok, the apocalypse, is approaching. Your utilimate purpose will transcend life itself. From the creators of 'STAR OCEAN: The Second Story' comes Valkyrie Profile", a sunningly beautiful RPG adventure with a story like none before.

Your mettils will be tested as you face tormenting decisions involving powerful issues of love, death and revenge. Destiny hinges on your choices, and your ability to recruit and train the souls of fallen warriors for a war between the gods.

Heed the call. And find out why death is only the beginning.











Table in Profit and STAR OCEAN The Second Stars are treasurate and SMX in a registered instance of Ene Corporation, 9,000 TRLACE INC. FROSTOTION 10. / ACTION INC. EMIL. New York and the Providence issue are redesired instances of Sory Compact Februaries and Ene Providence of Internation Compact Inc. Inc. (EMIL. New York Inc.).

The battle begins when life ends.











SPREAD THE WORD



ADL KEYWDRD: EBWORLD



Jet Set Radio

World's scariest police — period

Say what you want about Sega, but the internal development teams there really know how to make unique games. Jet Set Radio (which will



released here in the States - probably right around the time you read this) is based on the odd premise of carrying out an urban gang war through graffit which, to the best of our knowledge, hasn't ever been done before. You do this by rollerblading through

a series of unbelievably large, faithfully re-created sections of Tokyo, picking up spray cans, dodging the cops, and paint-ing your gang's logo in prominent spots. The art direction is as unique as the premise: Although a growing number of games are using cel shading to make their 3D graphics look like hand-drawn cartoons, let Set Radio opts to capture



the style of urban graffiti. Heavy outlines and stark angles dominate, and it's all very, very cool and terminally

The game's single weak point is in its control and, occasionally, a confusing numerous characters who possess different degrees of skill, none of them are quite maneuverable enough, especially within the city's frequently tight quarters. This can lead to moments of

sheer frustration, though the learning challenges can be overcome with a lit-tle patience and practice.

Fortunately, this is a small knock on an otherwise unique, utterly over-thetop game. In later levels, when the police forgo any pretense of subtlety and begin chasing you with helicopter gunships, it becomes a point of pride to keep going just to see what they'll throw at you next. - Jeff Lundrigon

ire are a total of ten selectable characters in jet Set Radio, but to get them to join your gang, you have to impress them by repeating their actions in a skills challenge, imagine skats up a ramp, hopping to a guy wire and grinding along through the air, and then jumping at th

ENextGen ★★★★☆

Bottom Line: One of the most unique and interesting console games in years. You owe it to yourself to check this one out.

TWO BIG HITS MAKE ONE AWESOME PARTY!

Both at HEATHER GRAHAM a groovy low price! MIKE MYERS

Catch the buzz on VHS or W today!

Wacky Races

No toons like old toons



Though the pace is a bit slow.

Wacky Races serves up some

it's hand-drawn by the pens of

animators, Each Wacky Race

requires equal parts skill and

strategy to win; the rather slow

ted-house-on-wheels

ploying its dragon power to

which you can collect during a

race and then spend to deploy

eedingly good sense here.

Comic sound quips (some

Wacky Races voice actors) play

race, and if the announcer who

chimes in with sound bites often

be forgiven. When the weapons

cky level all the way up to

- Greg Oriondo

says things that have little to

power-ups - meaning that

contributed by the original

Creepy Coupe can oftentimes rocket from dead last by

fly across a body of water.

beautiful cel-shaded 3D grap

Few will likely remember the short-lived Hanna-Barbera cartoon Wacky Races, yet just as few will likely forget this crazy-fun

Eleven goofy racers, plucked directly from the Saturday morning cartoon show (among them and the Red Max's Crimson Heyballer) get to plow through a series of smartly designed tracks secret shortcuts. Each car has its own particular crazy inclination weapons/power-ups, such as dragon power (which enables fight), machine guns, projectile logs, rubber mines, huge



ENextGen ★★★★☆

Bottom Line: Go forth, young ones, and be wacky.

Super Magnetic Neo

igmegne call the Cuto Police — Neo's finally on sale in the USTA

platformer to the nth degree, Crave's entrant into the mascot war, Super-Magnetic Neo, follows the genre right down to the mine-cart level requirement on page 112 of the official playbook, And surprisingly, the result is satisfying enough to recommend to platforming fans.

In a fight to defend his homeland, an amusement park called Pao Pao Park, Neo must fend off the intrusors of a diabolical toddler named Pinkl and her assorted goons. To do this. Neo literally uses his "head" to polarize to different magnets, enabling him to super-ump, ride fly wees, and perform other duties to progress through levels and ultimately meet up with stage bosses. Along the way Neo collects

tokens and uncovers secret items that

enable you to reach some very tricio bonus levels. The game's difficulty ramos up quite nicely thanks to the changes made by Crave during localtration (the designers added more Items to help gamers survive the tougher runs), and with multiple worlds composed of four stages each (not to mention the bonus levels). Neo won't be an overnight task for most samers

The formula - right down to the snow levels and "three-hit" bosses is composed of all tried-and-true elements of platformer sameplay Though this creates an addictive mix for play-

DREAMCAST FINAIS

ers predisposed to this type of garning

it fails to push Neo Into new territory or else out its own niche in the genre. Still platform addicts will want to check this game out. - Froncesco Reyes

NextGen ★★★☆☆

Bottom Line: It's cute. It's addictive. But ultimately, it's been done plenty of times before.

MagForce Racing

Reviewed in NG 01/00 as Killer Loop for PlayStation, this newly titled Dreamcast port sn't one lick better other than the usual improvements -Nighar resolution and sharper textures

- although it's worth pointing out this version does add multiplayer options, which were notably lacking in Alder Loon. We say in before and seed on a again this is a lot like playing Wipeout, boog fine it sperse The control is a bit slippery and

the pace is slow, which makes the gameplay about as far from exciting as you can imagine. This game also has the distinction of featuring one of the screens we've ever seen, and you

wouldn't believe how repetitive and had the techno soundtrack is. While most of the track designs are OK, there are only a half dozen of them, which you race on over and over again. Basically you pick up weapons and troil through green areas of the track to

pick up turbo boosts, then cruse through gold areas of the track to pick up 'magnetic force," which holds you to the track during turns and the odd loop or tube it's competent, but pretty - Jeff Lundhawn



NextGen★★☆☆☆

Bottom Line: 'There's nothing here you haven't seen done before and done better.

The Ring

The Aing is the land of game that looks best in the dark, with the lights turned off, the radio turned on full blast, and guite frankly the Dreamcast turned off. It's the sort of absect failure that should make mediocre game developers feet good about themselves because they didn't make it

The story revolves around the amazingly dull Meg, a middle-level manager at the Center for Disease Control. in what is an unintentionally hilarious premise, some of her friends have been killed by playing a video game called The Aing She decides to investigate, so we're forced to poke her around two utterly boring worlds the bland half-

was of the CDC and the ugly halways of The Ring The graphics are utterly generic,

with the characters poorly modeled

mee B Developer: Asmik Ace Entertal and animated. For some reason we'd guess a distinct lack of funds there's no voice acting Instead, you're forced to suffer through stiff models. bobbing their heads to terribly trans-

lated Japanese dialogue. Even worse, the "music" is little more than a loop ing series of canned aural cliches that had us quickly lebbling at the mane button, as there's no way to turn down the music

The combat is staff and awkward. and navigating through the poorly designed menu system is so slow and teclious that you're actually better off wandering around then going through NextGen ★☆☆☆☆



the chore of consulting the map. By the

time we slowed our way to the oblestory boss monsters, we couldn't wait for it to end. - Am Preston

Bottom Line: If it were a hamster, we would bury it in a shoebox in the backvard.

→ Finals @



W DREAMCAST

seaman

Be afraid ... be very afraid

actual game, Seaman enables you to hatch and nurture your own sprouting from an egg and birthing us from the spasming and bleeding corpse of a mollusk, these "Seamen" then step up to carnibal ism to ultimately become — well,

In a very strange, yet appropri-ate touch, actor Leonard Nimoy guides you through the experience, high plays out even when the Dreamcast is not turned on. Those seeking an action-intense experiually bland tank, raising Scaman chatting. You can expect Seaman (a creature with the face of ex-Russian tent Boris Yeltsin) to quickly pick up the English language, but he takes a rather long time to become a participant in a conversation. Using a microphone add-on that slot, you can actually talk to the

were he human, Seaman would be exactly the sort of person you'd However, that in itself is an achievement. This truly has not been done before. Seaman pos-sesses excellent Al (if somewhat immense vocabulary that enables



III Yes. It's every bit as strange and creegy as it look

ENextGen ★★★★☆ Bottom Line: The gentle art of conversation meets

ent Evil - and the Dreamcast gets its most bizarre

him to remember past conversa

bleat out popular catch phrases

disconcerting experience: the

toward you and frown - then

caught in a crime, to throw you

rror fiscination, and uneas

game's many slow periods, il unavoidably evokes a little

The only knock is that during the

- Greg Orlando

It certainly is time disturbingly spent, and Seomon will evolv genuine bouts of excitement,

and provide clues as to its existence. The beast's detailed

Draconus: Cult of the Wvrm

Dracorus oits you against the evil

minlors of a Dragon Lord in a typical fantasy setting. When embarking on this third-person action-adventure, you're given a choice between playing as the broad-shouldered brawler Cynnic, or the pasty-faced but curvy sprogress Acousts. The difference between them isn't major - Aeowy is better at casting spells, while Cynnic can inflict and absorb more damage - but it's enough to require a slight shift in strategy if you feel like playing through again with the other character There's actually oute a bit to like here. The adventure elements are

rarely confusing or too difficult to figure out. The action is well integrated, and within a level everything streams seamlessly off the disc, so there are no load times at all. The creetures all look suitably monstrous. and many act with decent Al. movine to flank you or using shields to defend themselves Also, while the game only saves in between levels, there's a kind of "outclesave" feature that lets you set a "mark" at any time and restart.



there if (and when) you die. All in all, it ought to be an absorbing game, and if you can overlook the flaws, you'll

probably enjoy it quite a bit The problems, however, are smarroidable. The frame rate is less

then solid, there are clipping problems, and the animation is sluggish. Also, the combo system is needlessly difficult to master (especially elven that combat is so integral to the game), and there are some issues with same balance - the difficulty ramps up steeply even from the first boss and there never seem to be quite enough healing potions amund - leff Lundoson

NextGen ★★★☆☆ Bottom Line: There's a highly playable game lurking under

the choppy surface, and with persistence you might still enjoy it a lot. On the other hand, it screams for another few months of playtesting and tuning.

South Park Rally

As noted in our meany of the N64 ver ston, South Park Rally is a fairly middleof the road affair. This version is nicer.

traftures are onso rather than smeary - but it's otherwise virtually identical. To with this is vaguely amusing as a multiplayer same, as a single-player expenence it is mundy frustrating These aren't so much races as they are events — gratishing and holding a vial of mad cow-disease vaccine, for example, until the other drivers die Or hanging onto a per of Cartman's solled underwear while rading to checkpoints representing wash, rinse, and dry On that score, it's actually somewhat creative. If only the events themselves weren't so obscure and so frustratingly difficult to out off. The control is functional, although there's little sense of speed. The karts

to look at then the NSS one - the

lines are cleaner and the minimalist



huge air at even the slightest bump, income more than a little anger as you wait for your car to finally settle to the eround Each of the dozens of South Park characters also has his own expletive-laden responses to bumps and collisions, which is amusine for about two minutes, as is the odd collection of weapons - vomit. herpes-infected hookers, and alien anal ombes. Still it's notity dull even for diehard South Park fans, - Jeff Lundrigan

also "foat" a little too easily catching NextGen★★☆☆☆

Bottom Line: It would make an amusing rental for a party. Otherwise, steer clear.



■ DREAMCAST

Virtua Tennis

Better than NFL 2K? It just might be trol scheme that enables new players

Despite slightly miss-stepping with NHL 2K and Virtua Soccer, Sega has done an incredible job of support-Ing sports enthusiasts with beautiful and highly playable renditions of everything from football to fishing. Virtuo Tennis is much closer to the latter in terms of underground popularity, but it still provides a spectacular experience for all gamers - not just

fans of the sport.

to pick the game up easily, but still lets expert players use ever more advanced techniques. Even though there are only two buttons (lob and normal) you can pull off a variety of different shots depending on your dis-tance to the ball and timing on the button. Add in some basic aiming with the D-pad (which also moves you around the court) and you're given an incredible amount of control over the

The secret is the finely tuned con-MINI GAME EXTRAVAGANZA

The world tour mode in Virtuo Tornts is unique because it forces players not only to beat so ly tough opponents, but also to complete a variety of strange mini games. Some of hese include knocking down bowling pins with a serve (high scores required), knocking b out of the court, returning serves to targets, and knocking giant player-sized balls out of the court with power hits. These mini games help to break up the action, and they are addictive is game, despite its ease of use. After you master these controls, the real challenge awaits - you must learn how to position your player, and trust us, the Al knows when you're doing something wrong.

which you can use to unlock new With two players it's a blast, and with four it's one of the best party courts, players (licensed, of course) and uniforms. All in all, while it's missing a few goodles (why are there no games we've ever found. If you're alone though, it's no problem because not only is the Al absolutely wicked, but there's also a Soul female players or online play?), Virtuo Tennis is the most entertaining tennis Coilbur-like World Tour mode In which you complete skill challenges

ENextGen * * * * *

game since the Super Nintendo days

Bottom Line: The best four-player game in a long time, and an excellent single- and two-player diversion. Don't avoid this because it's not football - you'll get more playtime out of it than you think



tee the shadows of clouds po and tournaments to earn money







Koudelka

We're all kinda crazy 'bout a

spooky little girl like Kou... This title combines the third-per-

son exploration of survival horror games with the turn-based battles and level-building of a strategy RPG. The resulting game could use a little pretty well anyway.

It's a classic gothic ghost story dur-ing which Koudelka, a young medium, and two fellow adventurers explore the decaying halls of a haunted monastery in turn-of-the-century ales, uncovering a twisted, corrupt history and about a zillion hostile

deformity. The plot is relayed mostly through excellent, motion-captured cut scenes that perfectly create the spooky atmosphere of the story. Unfortunately, this atmosphere isn't well maintained by the rest of the game. Basic exploration is done from

undead in various stages of decay and

era perspective, but there's rarely any ambient noise to perpetuate the mood. Battles themselves are random but turn-based, a welcome change that nonetheless often slows the

UNSOLVED MONASTERIES

It goes without aying that the monastery in which Koudelio takes place is not your typical house of holy men. But what is Actually, it raries, hold major explored including bushbarn statum, and Christiany, offer rome form of monasts! (is, which bypical) includes your of obedience, powerty, and chastity (the profession's appeal to parmer should be obtains — there into any in sight of this, monasteries condition to bound in Their to California. Thought one oung monk received critical accolades for his acting in the Brad Pitt clunker Seven Years in Tibet, the modernization award must surely go to Kopan Monastery in Nepal — you can actual by sponsor a monk of your own through their website.



III Puzzies are usually spelled out p

game's pace to a shambling crawl. There are other problems, most of which are missing bits of polish. There's no analog control, weapons break far too easily and the voice acting, while adequate, hardly reflects the characters' supposed ages. The map is hard to read, and you're rarely told when a door is actually unlocked by solving a puzzle or defeating an enemy, which

Disc one, in particular, is married by inconveniently located save points and the fact that characters' hit points fluctuate wildly depending upon which weapon is currently selected. Though these flaws are numerous, it's likely that few players will feel the negatives outweigh the positive aspects of the - Eric Bratcher

leads to a lot of aimless wandering.

ENextGen ★★★☆☆

Bottom Line: A solid horror title that could have become a great game with more suspense and a few tweaks. Still, its unique feel makes it worth a look

SONY COMPUTER ENTERTAINMENT AMERICA

PlayStation_®2

Shape the future af Camputer Entertainment and help make videagame history.

Join the Horth American PlayStation[®] Development Support team os o part of an international effort providing developers with the resources they require to create cutting edge products for the PlayStation and PlayStation 2 (amily of products.

Ho ving grown for boyand simple grophics and sound, the neorly 37 billion borth American interective meterbinment industry is entering new framties comparing with movies not only in content, but so his a market size. With the Physioton 2 compare enter-binment system and the unaming broadband seasons, environment at this benfront of his revolution, Says (computer intertrolument America is uniquely positioned to deline and shape the future of this industry.

WE ARE CURRENTLY RECRUITING

SOFTWARE ENGINEERS

MANAGEMENT LEADS

WEB ENGINEERS

DVD ENGINEERS/SPECIALISTS

BRDADBAND NETWORK ENGINEERS

SCDA offers competitive solories, flexible environment and excellent benefits. As on equed apparaturity employer SCBA enteriors a diverse work environment. Please submit your resume to: 64-- jobs@ploytotion.sequ.com or for its: 650.655.5511. SCDA, 919 60st Hillbiddle Blod., Zind His, Faster City, CA 94404. Attn: Business and Technology. No phone calls please.







-> Finals **EPLAYSTATION** Threads

Action woven into an RPG



seed to know! Go on, so play



has finally given PlayStation ors an action-RPG capable of standing toe-to-toe with Nintendo's Zekla series, With two interwoven storylines, flawless graphics and endless hours of vari-ety-packed gameplay, this is as se to Link-esque perfection as

Threads follows the ever-crossor paths of two adv the tortured, shape-changing Rue of a friend; and Mint, a pugnacious princess with the wholly altruistic goal of world domination - as they search for an enchanted ross a whi syscape. The simple narrative es a surprisingly epic scope

nature of which ensures that you're never distanced from the olding storyline. The gameplay combines action-packed 3D dungeon exploration reminiscent of Zeida, with character interaction, some tough platform challenges and a number of amusing mini-games. As the level of difficulty is somewhat high, those seeking a more measured, thoughtful quest stely, the extremely tight analog control is near-perfect providing an exceptionally natu ral feel. Perhaps the only down-side is the rather linear nature of the game, which dampens the ay value a little. However,

with two parallel storylines and

It'll take the average player quite

a while to exhaust all of Throods

- Somuel Boss

urs upon hours of games

possibilities.

of an exceptionally nasty con-

spiracy, leading to an equally

unpleasant villain. All of this

ne cut scenes, the real-time

ENextGen ★★★★☆ Bottom Line: Gorgeous, engaging and a whole lot of fun, but perhaps a little too action-oriented for more cerebral RPG fans.

Mr. Driller

Giant colored blocks are attacking the city and only Mr Driller can stop them! Heg it could happen. Oh right, but you bought the zombles in Resident Full.

OK, we confess, it doesn't make much sense to us either but while it may not be the most complex or believable storyline, the plot is male vant arryway Mr. Driller is nothing more than a charming little ouzzle. game that will latch the tendrils of addiction deep into your psyche before you even know they're there

Scared? You should be, because the moment you start using Driller to carve your way down through the

Namco E Developer: Namco blocks, stopping for air while calculating complex falling patterns to

make the ones above you fall away before they crush you (four of the same color and crunch(), you'll be hooked Like all good puzzle games, this one is deceptively simple when you pick it up, yet deviously complex as you learn its intricacles. Not a bad way to spend an evening, or two, or three ... Dista Drehes



NextGen ★★★★☆

Bottom Line: Tired of Puzzle Fighter? Mr. Driller is just what you need. With its deep strategy, simple controls, and disturbingly cute exterior, we guarantee you'll be hooked!

N.GEN Racing nee B Developer: Ourly Moneters

At its heart, NGFN Racing tries to be Gran Turismo with wings. The same much structum is here; you earn permits to compate in compatibons then use the wirnlines to uperade varthis case happen to be planes (so upgrades include things like aerody namics, afterburner power, etc.), If you're not interested in the long term, there's also an arcade mode so you can dive right in, and both arcade-style and true aeronautical

handing schemes are available. It's not a bad idea, but there are some issues. You get a feet of different aircraft to choose from but while each one has different attributes of speed and mane agrability they at carry the same limited amount of ordinance and have roughly the same. hull strength. So what ought to be a

like the A-10 Warthog winds up hav-Ing no chance sexing a speedy (but realistically quite fragile) MG 28 indeed, they shouldn't even be in the same division. This makes several of the selectable fighters completely useless Perhaps the triggest problem NGEN suffers from, though, is the trry size of the other arcraft, "Blind Pass" takes on new meaning in this position Indicators Jump wildly without ever seeing them on the screen The aeronautical rading makes an

slower but appreciably toucher cost:

interesting challenge, however, as the closer the planes get to the ground



II N. GEN Racing isn't perfect, but It's pretty fast and can get exciting the faster they fly, and the controls and

frame rate are up to the task. Trying to stay low while navigating over hills, through caryons, between buildings and under bridges is fun enough to warrant a closer look - Doug Trueman

■ NextGen ★★★☆☆

Bottom Line: Not bad, but not what it could have been. And forget about seeing other planes while you're airborne.

Armorines: Project Swam Platform PlayStation Publisher: Accident Developer: Distinctive Developer

Armorines is a first-person shooter that seems to be a cross between Starship Troopers and Duke Nukern. Easily recognizable features of both are present (giant bugs and advenaline packs), and the basic sameplay is similar to a zillion other FPSs run around killing anything that moves

The "good stuff" ends there, however; as this title falls on just about every level you can imagine. The graphics are bland and grainy it's moossible to see over ledges and tell whether they're fatal drops. The frame rate churs noticeably even when viewing the most barren landscapes. And the weapons' visual and aural effects are about exciting as the rame's frequent load times - which occur even in mid-battle

The enemy AI is homble. The

beastles run straight toward you makhe no effort to dodge, as if begging to be euthanized. The right vision and lock-on mode combination is useless and detracts from the gameplay because instead of giving you the ability to zoom in and pick off a distant enemy your weapon simply aims Itself Making matters worse is that your titular Armorine can't move while wearing the goggles, so naturally, looking for something in the dark is next to impossible. Worst of all, each

nes, a crap N64 t tie - and yes, that is pos done wrong when you reach the end

level's mission objectives seem to be of the level, just an "Abort, Retry" screen fulfilled almost at random. There's While they were at it, they may as well usually no indication as to what you've have included "Fait." - Doug Truemon

NextGen ★ជជជជ

Bottom Line: Like the plot of so many science-fiction horror flicks, this was a good idea gone horribly wrong.

TRY THE OUTRAGEOUS NEW METALLIC CONTROLLERS AND MEMORY CARDS FROM JOYTECH USA**

Joycen USA's ¹⁶ hill line of metallic controllers and memory cards blow away the competition Available in a variety of floatinitis metallic colors, including our outrageous now two team endough specific USA's ¹⁶ high palicy controllers floating as in eight button design and are compatible with all Finy-Station⁸ naving and digital games and whenton feedback games. Our exclusive PlayStation⁹ compatible memory cards are also available in matching metallic colors, and each 1 Mb memory card has 15 blocks of memory joyneth USA's ¹⁶ mestilic controllers and memory cards... your game will never be the same.

FILL METAL

JOYTECH



Diablo II

A bat out of Hell

First, go buy a copy of this game. We'll wait. Just as it was with the original, you don't really need to read a review to know how good Diablo # is. Of course, some of you skeptics may still require convincing. In the first game you defeated





So this time around there are a total of five classes from which to start a new character, ranging from a hulking barbarian to a ghoulishly cool necro-mancer. Each character type plays differently, and each has its own skill sets In which to specialize as you level up These are broken into different skill trees, enabling you to choose which types of skills to focus on, so that even within a given class characters are customizable. Further, weapons and armor are now upgradable by adding magic gems to sockets in the items. Also, the interface - which was easy to use to begin with - has been expanded with additional features



As if that weren't enough, you also get a world that's about four times larger than the original, so bet on around 30 to 40 hours of role-playing from start to finish. Plus, you can play with as many as seven of your friends on Battle, net or over a LAN. As we go to press, Battle net is going through some serious growing pains, but our guess is that it'll be much more stable by the time you read this review. Despite this, since you can play your "open" multiplayer character in single-player mode if the servers are ever down, you'll still be able to build up your character off-line.

- Greg Vedermon

ENextGen * * * * *

Bottom Line: Diablo II is a must-have PC title. That's all there is to it.



⇒Finals



Ground Control

For those who thought real-time strategy games were just a little slow ...

The central problem with real-time strategy games making the shift into 3D has always been what to do with the camera. Swedish developer tively solved the problem with a so intuitive, we wouldn't be sur-prised if it becomes the norm for next-generation 3D stratesy

Just as impressive as the con-trols are the amazing visuals. The desert, forest and polar land scapes are stunning, as are Ground troops. The zoom feature enables desktop Pattons to hover hundred of yards above the action, or swing as the individual shells flying out of the marines' guns

Unfortunately, the kind of attention given to the graphics story. The cliched plot of the capi ists versus the religious fanation is never particularly interesting er missions. And Ground Control's



once you're about 45 minutes

into a massive assault, you'd bet-

heavy emphasis on action — there's no resource management at all ns that "strategy" consists mainly of owning the high ground

ter be ready to sit there for the Still, the game's only serious way to take a break, save your flaw is the lack of save options. progress and return later. It's a Ground Control auto-saves your progress after each mission, but ring error in an othe

EMextGen ★★★☆☆ Bottom Line: Gorgeous, intuitive and simple, it's an RTS for the action fan

MDK2

justice, Part Saturday-morning cartoon, part comic book and wholly surreal. MDK2 is in a class of its own. Practically identical to the

Trying to describe MDIC2 is like trying to describe a Salvador Dali painting to a blind person - words will not do it.



Dreamcest version (NG 08/00), you take control of three unique characters. Kurt, the human with support and floating abilities, Max, the six-legged Schwarzenegger dog, and Dr. Hawtens, a MacGiver among nutty professors. Each character's levels offer unique and interesting challenges, using the critter's unique abilities to the fulest. A thorough mix of platform gaming and ection-edwinture exploration, MDK2 has you jumping, shooting and thinking every second of the way Sometimes. the puzzles are a little too weard (moing a cord and some pipes to make a ladder - huhi), but in general, that's a

Graphically, MDKQ is a four deforce. This game is why you bought a 3D accelerator and environmental sound card. Wild colors, Indoor and outdoor environments, and downright.

small annownce

bizarre character and monster designs show a huge creative effort. The sound is equally impressive - the voice acting is wonderful and the soundtrack sounds as If a Danny Elfman bomb exploded on the sheet music. Did we mention this game is hillarious, too? Dancing and singing alters, characters emberswed in their underwest does playing poker takeoffs - MDK2 leaves few comedy stones unturned. BroWere has taken what was ori-

virsily a busine concept and made it. mass-marketable MDIQ is a grand example of a sequel done absolutely right. With the exception of a few head-scratching puzzles, this is not a same to be missed - Knuto Bine

NextGen ★★★★☆

Bottom Line: Not revolutionary, but a near-perfect example of excellent design and control coupled with psychedelic creativity. Superb.

Motocross Madness 2

The oneral Motomoss Modness was so beautiful and fun, even non-racing Sins wanted to take a turn at the hilarious, crotch-crunching accidents. Two years later Rainbow Multimedia has delivered a secuel with better graphics, new sturts, and more soy from Invoerextended knees. In some modes, Motocross Modness 2 tries to be a racing sim, but with its loose physics and emphasis on stunes, it's much clos-

er to being an action game it's also one of the most gorgeous racing games on any platform, MMZ is nearly photographic in its depiction of buzzing power lines, lumbering dump trucks and gorgeous vistes. With a first often than not it's without your bike enough computer and video card, you'll be able to wipe out over some of the most beautiful high-res terrain

seen on a monitor against each other through wast and Interesting terrain. And the career mode lets you race for points and cash as you upgrade through the fist of real cycles and gear However, the reong

m flat on your back isn't as easy as it should be, as the goosed up physics will put you in the air more than on the ground, and when you do hit the ground, more

beneath you. Those who tre of the single-player action can log on to The Zone and play a rewed-up version of Tag to see longest. It's a bit of a grmmick to meet some multiplayer life into a game that's really about good looks and crazy stunts - but sometimes. that's all a game needs. - jim Preston

NextGen★★★★☆

Bottom Line: Flying spread-eagle into a cactus never looked so good.





GET THE DEBUT ISSUE AND ITS COMPANION DVD – AT NO CHARGE!

TOTAL MOVIE is a next generation magazine for gays who love movies. You want action? Adventure? Sci-fi? Horror? Connedy? TOTAL MOVIE is the only magazine that will quench your thirst for the hottest information on the movies you love. Each issue will feature outspoken reviews, no-non-snee previews, to-the-point celebrity interviews, and the world's most comprehensive DVD and homeentertainment coverage.

BUT THAT'S NOT ALL!

EVERY ISSUE OF TOTAL MOVIE COMES WITH A FREE DVD!

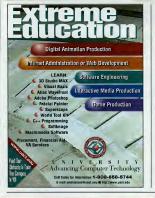
TOTAL MOVIE is more than just a magazine – it's an actionpacked DVD, the first of its kind in the world bursting with the latest movie trailers, original short films, behind-the-secures footage, interviews, and much, much

MOVIE

more!

Send in the attached card for your FREE ISSUE AND FREE DVD WEET







POST THE INDUSTRY'S HOTTEST JOBS ON

Jobs 4 Gam

Programme

Games Tester

Webmaster



















game professionals



Jobs 4 Gamers Live to play. Play for life

etters

Do the write thing

I was a little shocked to see the statement: "XBox: Microsoft's Playstation 2 Killer" on the cover of your latest issue. PS2 hasn't even come out yet and already you are reasoning that XBox is better, which is yet further away from hitting the shelves I think XBox will be better than PS2, naturally, because it will be superior technology, just like today's PC won't

compare to PCs 10 years from

now, or even two years from

now. But I think it is prema-

ture and uncalled-for to speculate about products that aren't released yet. I don't know if you see my point but I think it is fair to say you have overstepped your journalistic duties. When I saw that cover I immediately thought PS2 was garbage and

it hasn't even arrived yet. It's not fair to anyone. I think systems should be evaluated as they are released without any references to future systems being better than systems that are out today much less

systems that aren't out at all. Toddisit@aol.com

Well Todd, we hate to burst your bubble, but the console business is highly competitive, and if any technology company in the world knows how to compete, it's Microsoft. There is no question that Microsoft knew the PS2 was the machine to beat, and they designed a

machine with superior archi-

tecture to this end. Does this

mean they've already killed

great deal of the plot details, we don't

know how Liquid survived after his final run-in with Solid Snake at the end of Metol

Gear Solid, though we're sure that it will

be explained a la Gray Fox's mysterious reappearance in MGS. And, while Kojima

or not Meryl is in Metal Gear Solid 2: Sons

of Liberty, we'd be willing to bet that she'll

ed our direct question about whether

PlayStation 2? Absolutely not, but already the company poses a major threat to Sony's profitability in the videogame space. If you read the entire story and not just the cover fine, you mig have surmised this. We did not overstep our editorial duties, though we feel you may have understepped yours. We agree that systems should be evaluated as they are released, and PlayStation 2 has already been available in Japan for nearly six months. We've spent plenty of time playing finished import PS2 games and PS2 games in development as

II. And to be per nest, at this poi Station 2 is far from an peatable machine. Look for a full review of the U.S. PS2 in coming issues, as well as more information on the development of Xbox.

The entire line of Dynasty Worrlor games is well known to be based on a chapter of Chinese history yet on page S8 of your July issue your writers wrote that it's based in feudal Japan. And your editors allowed this?! By doing so you have

presented yourselves as ignorant and racist people wi may as well have mistaken the ttish for the Germans. Of course it's your prerogative whether or not to take this issue seriously. However I for one will buy EGM instead from now on and can only imagine how many Asian

American readers you have, or had. Mike Chen

We've had a few letters complaining about this, and by all means, we'd like to extend our apologies to anyone we may have offended with this inaccuracy. It was corrected in our August

issue in our four-page story on the game (page 22, NG 08/00) and in no way was it meant to slander our Chinese readers or lump all Aslans into a particular bracket. If that was how it appeared, we're very sorry We occasionally make factual errors, and aithough this one certainly stands out as a major faux pas, we in no way consider ourselves racist. If this upset you enough that you'd prefer to read EGM instead, you're certainly doing yourself the greater disservice. However, we'd

like to reassure all our readers that such an error will

not happen again.

Metol Geor Solid is without a doubt my favorite game on PlaySta That's not even in question. However, at the end of NG 06/00, you said that Square's The Bouncer would be featured in the next issue. I was looking forward to the article - ever since the early PlayStation 2 screens were released I've been eager to learn what Bouncer was all about. And yet, I get my issue and I see Metal Geor Solid 2: Sons of Liberty as the feature. That's great - I heard the game went over extremely well at E3 and wanted to

check it out, and I real oyed the article. Then it hit me: where's Bouncer' If I missed it in the issue, please tell me where. Otherwise, when do you expect you'll be doing the feature?

Lee Philip

As often happens in this industry, what seems to be a sure thing turned out to be otherwise. We'd agreed with Square to do a Bouncer story, and it seemed pretty locked up. However, after NG 06/00 went to press they decided the game wasn't

MORE METAL GEAR MADNESS

The Metal Geor 2 article, in your July issue, sald that Liquid Snake would be in the ne. What's up with that? The man was totally killed several times in the course of the game. How could he possibly be alive? Also, where is Meryt? It will be kind of disappointing without Meryl by Snake's side. Michael Blandenburg

As Kojima is still being secretive about a



ready for that kind of largescale coverage, and we weren't about to cheat our readers and put the game on the cover with the small amount of concept art and what few screens were available. So we tabled it. It's still on the radar, perhaps only an issue or two down the road. It just depends on when Square is comfortable showing off the game.

Looks like Francesca Reyes needs to do a littie more research. I just read the Legend of Mono review in NG 07/00, and while I agree the game blows, it's not the third in a series. It's the fourth, Seiken Densetsu, the first in the series, was released in the U.S. as Finol Fontosy Adventure for Game Boy. SD2 was Secret of Mono, SD3 was never released here (although you can download an emulator and 100% translated version of it for the PC),

Well, considering we at Next Gen put Game Boy on roughly the same level as playing with rocks and sticks ess we're traveling, of course), It's hardly surprising that this small error sli in under the radar. However, since Final Fantasy Adventure included the infamous "infinity" puzzle to open the Cave of Medusa. we probably just blocked it out of memory

and SD4 is Legend of Mono.

"Fnkydrnknmnky"

Be more careful next time.

As with most people, I'm arxious to get my ion 2, but before I PlayStati end approxim tely \$399 an dollars for one. I was wondering if you can answer a ques tion? We all know PlayStation 2 will play DVD movies and CD music, but will it be able to decode MP3s and play Video CD's (V-CD) like the regular DVD players that Sony makes? Bill Andonov

Sorry, but the Japanese version of PlayStation 2 doesn't play anything but DVDs and CDs, and in all probability the North American version won't either. Actually, features like MP3, VC-D, Photo CD, and so on aren't that difficult (or particularly expen sive) to include in a unit that already plays DVDs, so it's remotely possible Sony might tack it on. But we're not holding our breath.

s piracy bad for the industry? If you ask this question to anyone in tendo, Sega, or Sony they'll promptly answer "Yes" and state a litarry of reasons. "It's bad for profit," "It drives prices up," "It leads to cusmer dissatisfaction," and a few others. However, piracy is what makes the industry good. It drives technolo ward, drives prices down and keeps companies on their toes. In the 20 years since music CDs were introduced, the price has remained artificially high despite the fact that it's cheaper to produce than cassette (60 cents). It wasn't until recently that the media became highly copyable with the proliferation of CD burners and MP3. Now

record companies are re-evaluating their distribution method, because the fear of losing profits forces them to cater to the consumer, and a litany of new recording media have come out. Sony intro duced the Super CD or SACD and the DVD music media is also poised to come out. So now you're wondering

what does this have to do with videogames? As you all know. PlayStation games are easily copied. When PlayStation was first released.

and consumers had no way of getting pirated media, Sony was free to charge bety \$4S and \$60 a game, a far cry from the \$10 it costs them to duce the game. Now, Sony uced the price has greatly rec to \$20 to \$40.

There are other examples, but I'm sure you all are tired of reading my editorial. I just felt that it was necessary to point out that all piracy is not kind of like yin and yang. I'm not recommending that you go out and buy only pirated games, but remember that they are the ones that keep the industry in check

THE Man

HUNGARY FOR MUNCH

I am only a simple gamer from Hungary, but I would like to ask you if you know something about the release date of Oddworld: Munch's Oddysee? The previous game (Abe's Oddysee) is my brother's favorite, and we are now awaiting the new one. If you have some info about this, please let us know! Thank you in advance.

"Akoska" in Burbrest

Very modestly put. Although it was originally supposed to be a launch title for PlayStation 2 in the U.S., the team at Oddworld has been fairly outspoken in the difficulties they've had wrestling with the hardware. At present, Munch's Oddysee is slated for a Spring 2001 release, although a more real timetable is "when it's finished."



Are you totally deranged? The idea that piracy actually drives down prices is about the most idiotic notion we've ever heard. Your grasp of cause and effect, even in the examples you cite, is amazingly faulty and has only the most tenuous grip on eit mic or ted reality, Peop le have ma es of CDs ever since they were invented - it's calle "taping," a much more wide 3s, and one that's been and a lot longer. MF Super CDs, and DVD music are technical advances that would have come along rdless. Sony redu ices because the number of PlayStation titles exploded, while mass production worked the "magic" of the economy of scale - simple

supply and demand.

Not to mention that the true cost of a CD (or DVD, or whatever) has less to do with the medium it's stored on than how much it costs to produce the software. And whether we're talking about Metal Geor Solid or the latest N'Sync albu that could be in the tens of ins of dollars after no only development cost, but ertising, distrib

marketing, etc. Does this mean media compani no. But that does not ju the outright theft of intellectual property, and to say at piracy somehow halts

reamoast review of lainbow Six on page 87 Pipe Dream Interactive as the developer instead of Left Field Productions

field to freeze.

m a distance or 100 ds and then left in the

OOPS!

Next Generation Letters. 150 North Hill Dr., Brisbane, CA 94005. Email us: ngonline@imaginemedia.com Note: email is vastly, vastly preferred



→ Retroview

September 1983

The beginning of the end, and the birth of a legend

lanuary's Winter CES show in Las Vegas set the tone for what was to be a desolate year for console gaming. Atari and Mattel had both suffered through poor fourth quarters in 1982, and rumors ran ram-



was about to fall out of the The answer appeared to be diversification. Every major manufacturer announced a

plethora of enhancement devices, computers, and com-puter add-ons. Even the lowly trex had a computer peripheral. Few of these announced products actually saw a release date, but those that did served only to dilute and confuse the hardware

tware, would indeed lead to a console crash later in the

Arcades, however, felt

none of this tension thanks in no small part to the world's first animated laserdisc game, Drogon's Loir, Animated by a team led by Don Bluth, the game introduced Dirk the Daring, a noble knight questing to rescue the lovely Princess Daphne

from the clutches of the evil dragon Singe. Though gameplay was linear to the extreme, the moviestyle animation, technical elty, and sheer charac ter of the game would make it an all-time classic that continues to sell to



YSSEY - COLEGO - JEPLE I - COMMODORE - JEIN - INTELLASION - VECTED

What we were playing

Consoles crashed, arcades innovated, and computers emerged







PLANETFALL System: Multiple



ARCHON

Publisher: Electronic Arts

Top grossing ...and in the real world movies of 1983

Star Wars Episode VI: Return of the Jedi 309,125,409 Terms of Endearment 108 400 000

Trading Places

Publisher Access

Worttamos



94 900 000 90 400 000

79 568 000

Ironically, more American soldiers are awarded medals as a result of this action than during the entire Vietnam War. Coleco Introduces Cabbage Patch Kids, a line of chubby-cheeked dolls that each comes with its own

The U.S. invades tiny Grenada in response to a

Most of the fighting is over within a week, though

violent government takeover by Marxist forces.

the conflict would last a bit longer on paper.

birth certificate and unique name. The resulting frenzy makes for a combative holiday season and results in the creation of the term "this year's Cabbage Patch,*

The U.S. Marine headquarters in Beirut is devas tated by a vehicular bomb that kills 24I U.S. military

personnel and wounds 80. This comes less than a week after another bomb destroys the U.S. Embassy, killing 63 occupants,

High tech enthusiasts are treated to the massmarket introduction of two new devices, the camcorder and the compact disc.

The final episode of "M.A.S.H." airs, ending an IIyear run. Higher-than-Super-Bowl advertising rates prove to be justified when the show is watched by a staggering 60.2% of American households, becoming the most watched television program of any kind.

"lust say no" is introduced as an anti-drug slogan. Karen Carpenter dies of anorexia at age 32, and fake Hitler diaries surface.







BackwardsCompatible

Forget calling the Cute Police. Tip off the DEA to whoever designed these characters. And what's the deal with the color palette? Page 103. We're not going to play this game. You see, we have a magazine to create, and if we start to play this game, nothing will get done ... What's that' My copy's here! So install it already! Magazine, schmagazine! Page IIO. For your convensence, allen invasions will soon be available in turn-based and non-turn-based varieties. Pages 48-8-28. The only review ever to feature relevant references to Salvador Dall, MacGiver, Danny Elfman, and Arnold Schwarzenegger. How's that for pop culture? Page 112. Why is it that there's all kinds of crazy monsters wandering around a haunted monastery and all we can think is "Seriously who thought up this chick's name?" Page 106. If Dig Dug had a son, he would definitely be this little guy, Page 108. Two games about lone-leaved blondes packing serious ordinance. Who says the original PlayStation doesn't have much to offer anymore? Page 65. 115, 116, 117, (phone rings in background), 118, 119, (person runs by desk.), 191, 192 ... Oh, son of a...! (sigh) One, Two, Three ... Page 84. See what Jeff has been doing for the past year Page 78. Did you know the Girl Scouts are a secret society, and their cookle sales are a century-old method of passive warfare between the Thin Mints Alliance and the upstart Clan Peanut Butter Do-Si-Do? If this doesn't sound crazy, we've got the game for you. Page 96. 'Are you ready to go to the game?" "Yeah." "Did you bring your octopus?" "Be right back..." Page 52. If a magician pulls a white rabbit out of a top hat, does a white rabbit pull out David Copperfield? And if so, do David's ears hurt? Page 63. Somewhere in Hollywood, the owners of Mom & Roo's Rink Wir Store just closed up early after their best sales day in years. Page 7, is it creepy that one of our editors is pleased he'll finally get a good look at Princess Daphne in full 3D? Page 34.

NextMonth **Zone of the Enders**



NextGen 10/00 on sale September 19, 2000 Smart readers have already subscribed. To find out how you can save money and guarantee your copy. turn to the subscription card insert





